

PRIMA'S OFFICIAL STRATEGY GUIDE

GRUESOME
Enemy
Profiles!

CLIVE BARKER'S UNDYING™



Steve Honeywell

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Clive Barker's Undying™

Prima's Official Strategy Guide

Steve Honeywell

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ISBN: 7615-4532-8

Library of Congress Catalog Card Number: 00-10732

Acknowledgments

First, thanks to my wife, Sue. Not only did she do the beautiful layout for this book, she also never snuck into my office and jumped out at me.

Second, thanks to Jennifer Crotteau, Christy Curtis, and Caspian Theal at Prima who kept this project on track. Thanks also to Randy Kirby, Brady Bell, and Jon Galvan at DreamWorks who came through when I needed it.

Finally, thanks to Gail Jean and Bean just for being around.

Prima thanks Lincoln Hershberger for helping us to make this book possible.

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The Story so Far

Is there another world beyond the one we live in? Many believe that magic and psychic phenomena really exist. Some think that there are creatures existing with us on a different plane of existence. Others believe such notions are the product of fevered imaginations.

Patrick Galloway is torn on the issue. He is an investigator who travels the world, debunking claims of mysticism and the supernatural. It's a dangerous job, filled with adventure. But he is tired of moving from place to place.

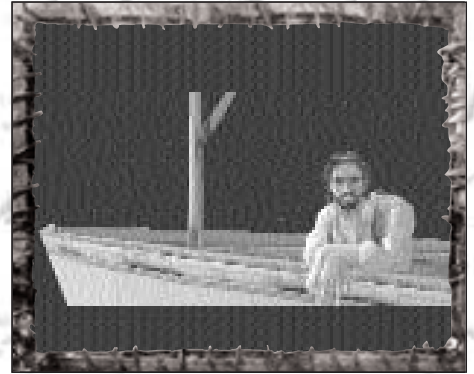
Initially a skeptic, Patrick has slowly come to believe that there truly are forces beyond the scope of the normal. The more he sees, the more he realizes that humans are not alone in the world.

Galloway's encounters with the supernatural started when he fled his native Ireland and traveled to the mainland of Europe. When the Great War started, he enlisted. He joined a unit designed to fight the superstitions of the simple farm boys fighting for Britain and France.

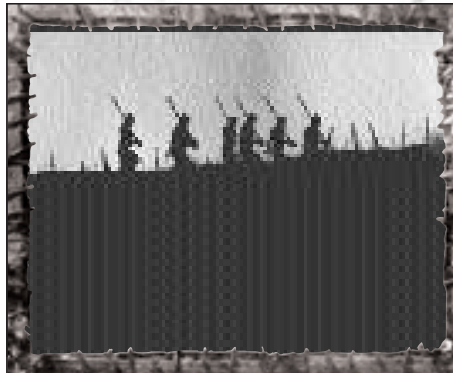
Galloway, along with his commanding officer, Jeremiah Covenant, and their entire unit were

ambushed by ferocious warriors called the Trsanti. These terrible foes seemed to come out of nowhere—and worse, appeared to be aided by mystical forces. Galloway saw the shaman leading the forces, and took aim with his pistol.

The shaman spotted him and let loose with a powerful blast of magical force, knocking Patrick to the ground. Wounded, he was left behind by his unit, but Jeremiah left him with the shaman's stone—the green Gel'ziabar stone.



Patrick travels constantly, and the strain is starting to wear on him.



Patrick's military experience changed his life forever.



Patrick prepares to kill the Trsanti shaman.

Now Jeremiah has summoned Patrick to his manor in Ireland. Because of his traveling, Patrick was unable to respond to Jeremiah's request for half a year. Now he must return to his native land to serve the friend who saved his life.



The shaman attacks!



Patrick Galloway returns to his native land.

How to Use This Book

Clive Barker's Undying is a game of tremendous proportions, with secrets lurking around every corner. The following guide is intended to show the best (although not always the easiest) way through the game. Effort has been made to uncover as many hidden items and secret areas as possible.

However, there are many cases in which the items available are not worth the tremendous effort of getting them. Fighting through a dozen enemies for a single box of bullets or a health pack is more likely to weaken you to the point of death than to allow you to continue to fight the curse of Jeremiah's family. In such cases, available items may not have been listed in the walkthrough.

The walkthrough that forms the bulk of this book will take you from your initial wanderings through the Covenant estate all the way to your final battle to break the curse on Jeremiah's family.

You will find help for using every item you locate and every spell you can cast against every enemy you will face. Everything you need is contained within this volume.

Prepare yourself to take up the role of Patrick Galloway. Prepare yourself for a descent into madness and death.





Weapons and Items

Weapons

You start your adventure with a pair of weapons and discover many more along the way. Learning to use all of your weapons is critical to stopping the resurrection of the Undying King.

Gel'ziabar Stone

This mystical green stone is only marginally useful as a weapon. It does no damage, but knocks the enemy back and away from you. The real purpose of the Gel'ziabar stone is to increase the power of your spells. When held, it adds one level of power to each spell. Also, when the Gel'ziabar stone glows, you can use your Scrye spell to see or hear important events.

The Gel'ziabar stone can be used as a weapon in the right situations. Any time you are up high—on the side of a cliff or the roof of a building, for instance—you can use the Gel'ziabar stone to knock your enemies over the side. Even if the fall doesn't kill them, it may make it impossible for them to attack you further.



Use the Gel'ziabar stone to knock enemies off ledges and high cliffs.



While not useful as a weapon, the Gel'ziabar stone increases the strength of your spells.

TIP

When using the Gel'ziabar stone to push enemies off high ledges and cliffs, use your Haste spell for additional effectiveness.

Pistol

You also begin the game with a pistol. The most basic of firearms, the pistol is useful because it holds six bullets, allowing you to put a lot of fire on an enemy target quickly. You are vulnerable when reloading, however, and the pistol doesn't have enough power to kill much more than the weakest of enemies. The pistol uses both bullets and silver bullets.

Keep in mind that, with the pistol, accuracy counts. Shooting a monster in the leg or stomach is much less effective than shooting it in the head. This is less true of most of your other weapons than it is with the pistol. Learning to use this weapon accurately will pay big dividends in the long run, when you can take out five Howlers with six shots.



Your pistol is with you throughout the game. While not powerful, it is reliable, and ammunition is easy to find.



A headshot is much more damaging than a shot to the body or an extremity.

Shotgun

Larger, louder, and more powerful than the pistol, the shotgun holds only two rounds. This weapon fires a wide spray of pellets, each with the potential to hurt or kill an opponent. Because of its spread, this weapon is not useful against distant enemies, but it's hard to find a better one at close range. The shotgun uses shells and phosphorous shells.



The most significant problem with the shotgun is that it chambers only two shells at a time. In prolonged combats, you will have to reload often, which leaves you vulnerable. Learn to keep an offensive spell active when using the shotgun so that you still have some offensive capabilities while reloading.



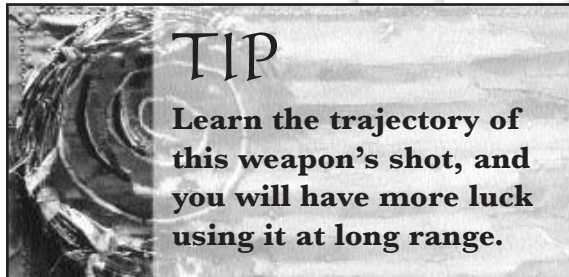
At close range, the shotgun is incredibly powerful.



You will have to reload the shotgun frequently, which leaves you vulnerable.

Tibetan War Cannon

You find the Tibetan war cannon on your first trip to Oneiros. It proves to be among your most useful weapons. It fires a powerful blast of energy that causes its targets to glow for a few seconds, making them more visible. By holding down the trigger, you can charge up the cannon and make the shot even deadlier. Even better, this weapon does not require ammunition. On the downside, the shot of this weapon has a short trajectory, making it less useful against distant targets. Also, it takes time for this weapon to recharge.



TIP

Learn the trajectory of this weapon's shot, and you will have more luck using it at long range.

Chapter 2: Weapons and Items

For any enemy that likes to get close to you, this should be your first choice. It's almost impossible to miss at close range, and the weapon does a lot of damage to whatever it hits. To give you a powerful first strike, charge up your shot when you know you will be entering combat.



The Tibetan war cannon is slow to recharge, but it fires a powerful shot and does not need ammunition.



The Tibetan war cannon can discourage enemies that like to get close in combat.

Molotov Cocktail

The Molotov cocktail is simply a bottle of gasoline with a rag wick. You light the wick and hurl the bottle. The cocktail explodes on contact, dousing the area with burning fuel. The explosion damages enemies, and the fire continues to damage them until it burns away. You can carry only four Molotov cocktails at a time.





Because they are a thrown weapon, Molotov cocktails can be hard to use accurately. Use them to create a wall of fire that an approaching enemy needs to pass through to reach you. Generally speaking, you will use this weapon less than most of the others simply because of its difficulty, and the fact that you can carry only four at a time.



You can't carry many of these, but in the right place, they are deadly.



The burning from a Molotov cocktail continues to damage enemies.

Scythe of the Celt

This weapon is almost pure evil. Even so, you need it in combat. The Scythe proves to be the death of Jeremiah's siblings. It is hard to use because it requires you to be right next to your enemy, and it takes some time to swing. When used against normal enemies, it sometimes chops off limbs, weakening your enemies significantly.

CAUTION

This weapon is nearly impossible to use against a very fast or agile enemy. It works well against most human-like opponents.

Chapter 2: Weapons and Items

One of the most important drawbacks of the Scythe of the Celt, aside from requiring you to get within striking range of your enemies, is that it dramatically reduces the rate at which you regain spent mana. If you want to use the Scythe, it's a good idea to switch to a different weapon between battles so that you can recharge your mana for the next combat.



Use this weapon against the most powerful enemies you face.



While chopping off heads and limbs may be edifying, it has a negative impact on your mana.

Speargun

You receive the speargun when you first come to the Eternal Autumn near the end of your quest. This is a powerful weapon. The only drawback is that you can have only one spear loaded at a time and reloading takes a few seconds, leaving you vulnerable. This weapon is excellent against the Jemaas, and you find ammunition for it all over the Eternal Autumn.



TIP

If you cast Lightning while holding the speargun, the spell casts itself into the spear. When you fire the spear and hit a target, a massive bolt of lightning hits your victim. This is very costly in terms of mana, but is a very quick way to eliminate a powerful enemy.



Like the pistol and shotgun, both of which can be wielded by Trsanti, the spear-gun is a weapon you will have to face in battle. The bad news is that a spear hit is incredibly debilitating if used on *you*. The good news is that, once you have found one, you won't ever lack for ammunition.



One of the last weapons you get may prove to be one of your favorites.



A good spear hit is a little demoralizing for your enemies.

Phoenix

You can get this explosive weapon about a third of the way through the Eternal Autumn. It looks like a red version of the Gel'ziabar stone, but is much more powerful. The phoenix creates a massive on-rushing explosion that kills virtually anything it touches.

NOTE

When you fire this weapon, you get a first-person view of the explosive charge as it travels.

Chapter 2: Weapons and Items

You should save this weapon for the strongest and most deadly enemies. Wasting a shot on something you could kill with a lesser weapon will come back to haunt you eventually. Ammunition is extremely rare, so save the phoenix for the most powerful creatures you face.



You only get three shots with this powerful weapon.



You get to watch your shot in action after you fire it.





Items

In addition to weapons, you find many useful items in your travels. Some items you find only once and use only once. The walkthrough chapter has more information about these items. Other items, such as the following, can be found throughout the game.

Health Pack

This medical kit looks like a small backpack with a red cross on it. Grab it and carry it with you to use whenever your health is low. Each health pack restores up to 35 hit points to your health. In Oneiros, you find health vials instead. These glowing green test tubes are essentially the same as health packs. In the Eternal Autumn area, healing roots fulfill the same function.

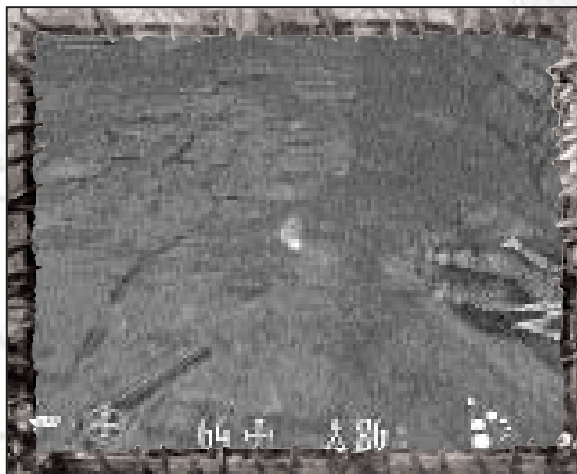
There is no limit to the number of healing items you can carry. In fact, it is a good idea to find and carry as many as possible. Many times, you will be able to shrug off minor injuries. By hoarding your health items, you increase your ability to fight off the bosses as well as the more difficult enemies at the end of the game.



Health packs, health vials, and healing roots restore your lost hit points and keep you alive.

Bullets

If you use your pistol a lot, you will always be pleased to find boxes of bullets. Each box contains 24 bullets that you can add to your inventory. You can carry up to 120 bullets at a time, including those loaded in your pistol. If you have 110 bullets in your inventory and pick up a box, the additional 14 bullets are simply wasted.



Replenish your supply of bullets with boxes of ammunition.

Silver Bullets

Many of your enemies are supernatural. You can do additional damage by loading your pistol with silver bullets. You can carry only half as many silver bullets as regular bullets, and they take additional time to load into your pistol. These are highly effective against magical enemies, but are relatively rare.

The relative rarity of silver bullets should not prevent you from using them when you need to. Some enemies are difficult to kill without using silver bullets. Make sure you change your ammunition after using silver bullets so that you don't inadvertently waste them on lesser foes like Howlers, which are just as easily destroyed with lead.



For more power, use silver bullets against tougher foes.



Against the right enemy, a silver bullet is particularly deadly.



Shotgun Shells

Running out of ammunition is never a good thing. You can keep your shotgun loaded by finding boxes of shotgun shells. Each one contains 12 shells. You can carry up to 60 shotgun shells at one time, including those loaded into your weapon. As with bullets, any shells in a box that would take you over that maximum are simply lost when you pick up the box.

Phosphorous Shells

Phosphorous shells are a much more powerful version of the standard shotgun shell. When it hits a target, the phosphorous shell explodes, bathing the target in fire, which burns for additional damage. No weapon is better against Jiles. The downside: you can carry only 20 at a time.

Don't be afraid to use phosphorous shells despite the fact that you can't carry many at a time. You will find them with surprising regularity, allowing you to continually replenish your supply. They are far too powerful to leave sitting unused in your inventory.



Each box of shells adds 12 to your inventory.



For more shotgun power, load it with phosphorous shells.

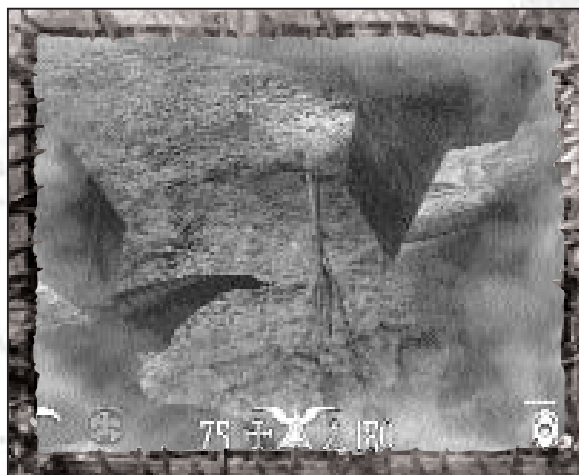


Like Molotov cocktails, a burning phosphorous shell continues to damage the victim.

Spears

Spears, naturally enough, are the ammunition used in your speargun. You can carry up to 20 spears at a time, including the one currently in the speargun itself.

Spears are relatively powerful, and two spear hits from a Jemaa will destroy your Shield. However, because Jemaas are so powerful, it takes three of your own spears to kill one of them! Life—and even afterlife it seems—may not be fair, but fortunately, you will find spears frequently in the Eternal Autumn, allowing you to use them generously.



You will never lack for spears as you run through the Eternal Autumn.

Phoenix Egg

After you get the phoenix, you will start occasionally finding phoenix eggs. These rare items give you an additional shot with this powerful weapon. Naturally, these items are incredibly valuable and hard to find. Whenever you can, get them and guard them selfishly.



The rare phoenix egg gives you an extra shot with your most powerful weapon.



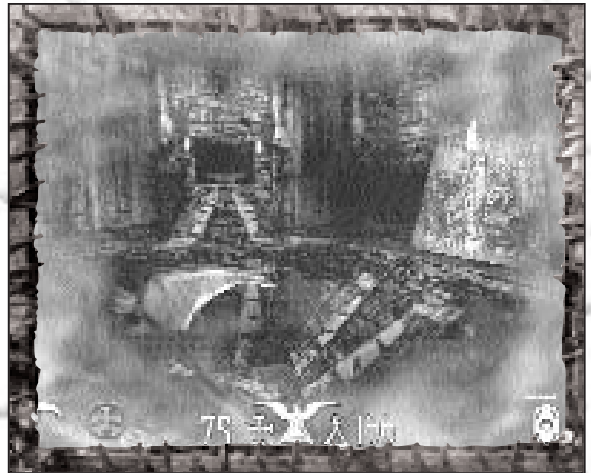
Amplifiers

One of the most useful items you come across is an amplifier. This purple stone, when used, makes your active spell permanently more powerful. For instance, if you have Ectoplasm activated, using an amplifier makes that spell stronger in combat, not just once, but every time you cast it. Amplifiers can also lengthen a spell or drastically reduce the cost of casting it. Each spell can be amplified four times. Amplifiers make a distinctive sound. You can always tell when you are near one.

It's a good idea to keep a few amplifiers around in case you pick up a new spell. For instance, once you acquire the Shield spell, you will be using it frequently, so maxing it out with amplifiers will help you conserve mana. You should maximize Ectoplasm, Invoke, Shield, Skull Storm, and Lightning as quickly as possible, using additional amplifiers to charge up Scrye, Haste, and Dispel Magic, in that order.

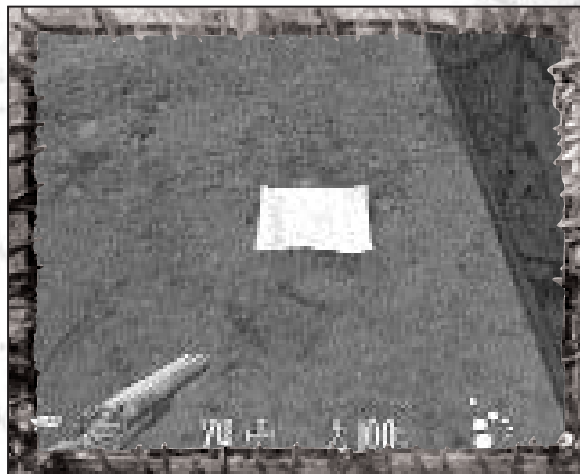
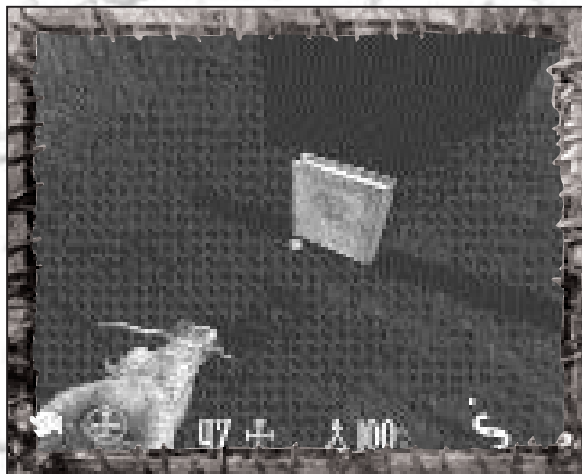


These stones make your spells stronger, less expensive, and longer-lasting. Obtain them at all costs.



When maxed out with an amplifier, your Shield spell costs only 15 points of mana.

Books and Journal Pages



Books and pages offer valuable information.

Many times in your travels you come across journals or pages torn from books, letters, and more. These items do nothing themselves, but many contain information that can give you additional insight into Covenant family problems or terrible deeds its members have committed.

Whenever you gain a new journal entry, read it immediately. Several of them won't tell you much that you don't already know, but many of them will give you valuable information about the monsters you are battling, areas of the Covenant estate that you are traveling to, and more.

TIP

You can read the entries in your journal at any time, even in the middle of a combat. When you switch to your journal, game time freezes. This is a good way to take a break during a battle.



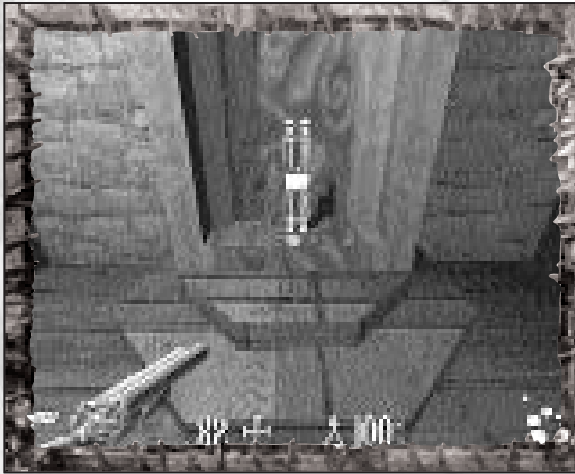
Sometimes, you will find valuable information in books and journal pages.



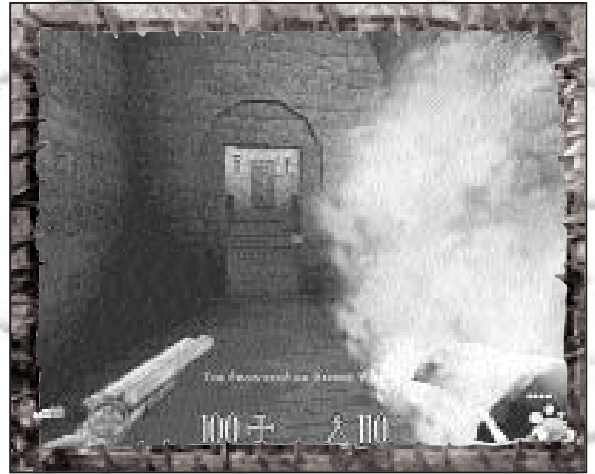
Arcane Whorls

These large scrolls essentially brand you with mystical tattoos. When you grab an Arcane Whorl, you begin to replenish used mana more rapidly than before. You can find several of these items. If you get them all, you eventually recoup mana at about twice the rate you did at the start of the game. This doesn't make your spells more powerful, but it increases the rate at which you can cast them.

Each whorl adds only a slight amount to the rate at which you gain mana. Taken as a whole, however, the whorls you pick up make you much more powerful. You should always go out of your way to pick them up.



Arcane Whorls improve the rate at which you can cast spells.



The blazing you see after you find an arcane whorl is a welcome sight.

Mana Wells

When you pick up a mana well, you increase your maximum store of mana by 10 units. As with Arcane Whorls, you find several of these items in your travels, and eventually you wield enough magical power to cast many spells in a short period of time. Always go after these items. They are far too valuable to skip.

Chapter 2: Weapons and Items

The increase in your stock of mana is even more impressive when you consider the decreased cost of your amplified spells. Initially, for instance, one casting of Invoke takes all of your mana, leaving you unable to kill Decayed Saints until your entire stock of mana replenishes. The same spell, fully amplified and with two mana wells received, can be cast four or five times in rapid succession.

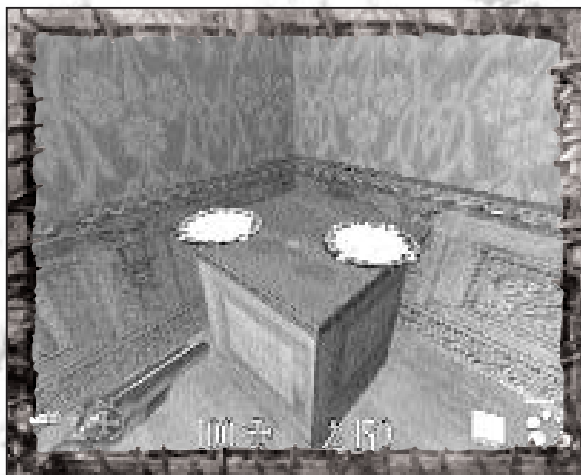
Ether Traps

An ether trap is essentially a way to trap an angry or powerful mystical creature. When thrown, these items release a powerful cloud of energy that snares mystical creatures, allowing you to escape. The ether trap works for only a short period of time. You can collect it for use again, but you will usually want to retreat before the trap stops working.

In most cases, you will find it simpler to go ahead and fight the creatures you are facing. Save your ether traps for the most deadly and difficult foes. Keep in mind that the effect is only temporary, so if you are going to use an ether trap, be prepared to run.



Mana wells increase the amount of mana you control.



Ether traps are good for a quick escape.



An ether trap looks impressive when you use it, but don't wait around to watch.



Dynamite

When you need a lot of explosive power, dynamite is your best option. Use this item as a weapon if you choose, but it is only effective against enemies on the ground. Also, because the fuse burns for a short time before exploding, dynamite isn't always effective in combat. Stand clear of the blast radius to avoid hurting or killing yourself.

Dynamite is best used as a weapon in cases where you are retreating from a slower-moving foe. The pursuing foe walks right into the blast, usually killing it instantly.



Need a hole in a hurry? Dynamite is the fastest way to go.



Dynamite is great against enemies that like to charge.



Keys

Throughout your travels, locked doors and passages stymie you. In many cases, you simply need the right key. You find keys everywhere, and each is used only once. Collect them whenever you find them. Each is useful eventually.

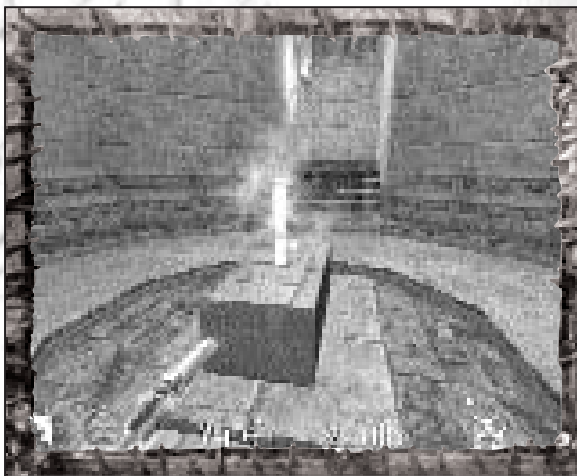
In most cases, you will use a key almost immediately after you pick it up. There are exceptions to this rule, but you will usually find a key right before you need it to reach a particular area.



Keys get you into locked places and secret areas.

Spell Scroll

You start the game with a single spell: Scrye. By the time you finish, you have nine spells. Most are granted when you find and pick up mystical scrolls. Some spells are more useful than others, but you need every spell in your repertoire. Never skip getting a new spell.



There is no quicker way to increase your power than with a new spell.

Magic Your Spells

NOTE

You start with a pool of 100 points of mana. Every time you cast a spell, you use some or all of your mana. The mana you spend is replenished up to your maximum automatically over time.



Getting a new spell is always an important event.

When you first come to the Covenant manor, you have the ability to cast a single spell. As you travel around, you learn to cast more spells. Some you use only a few times; others you use almost constantly. Every spell will be needed at some point. Learning their capabilities is one of the most important things you can do.

Scrye

Your first spell is the most benign. The Scrye spell has two basic functions: one mystical, one practical.

When you cast Scrye in certain areas of the manor, the ruined monastery, or a few other places in the game, it mystically shows past events or lets you listen in on past conversations. You can use it to find hidden objects or to better understand the nature of a curse. You may not understand what you see and hear right away, but try to remember everything and apply it to future clues.



You see interesting and important past events using the Scrye spell.

On the practical side, Scrye can also be used as a flashlight. When you cast it in dark areas, it gives you additional light, allowing you to see items, enemies, and doors more easily. This is particularly true of creatures. When Scrye is active, a hazy blue aura outlines animate creatures, making your many hidden foes easier to spot.

Increasing the power of this spell with amplifiers lowers the cost of casting it and increases its duration.

Ectoplasm

Ectoplasm is the first and only real offensive spell you have for some time. It sends out a bolt of magical energy that travels toward your foes, more or less. The bolts fly off in random directions, making it less useful against distant enemies.

Ectoplasm's random trajectory makes it surprisingly effective against fast or agile foes like bats. This spell doesn't pack a lot of power, but it is very cheap to cast, and can be cast multiple times in rapid succession. While many of your Ectoplasm blasts will miss the target, many will strike true. You will find it useful for killing most low-level enemies.

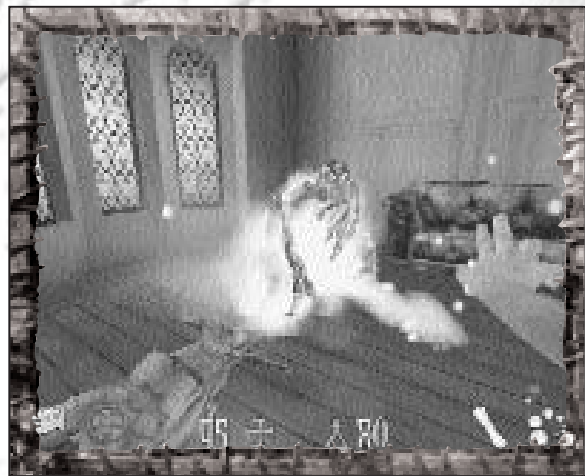
Using amplifiers with Ectoplasm makes the blasts fly a little straighter and increases their power.



Scrye is also useful for lighting up dark areas.



Ectoplasm damages anything it hits. Unfortunately, it often flies off at random.



This spell works very well against many of your enemies.



Dispel Magic

Dispel Magic will be used fewer times than all of your other spells. When cast, it breaks down magical barriers and destroys or disperses magical effects.

You must use this spell to progress into certain areas of the Covenant manor and in the land of Oneiros. You also find it useful for counteracting the effects of the Mindshatter spell cast by Abbots and Inhabitants.

Amplifiers reduce the cost of casting this spell.



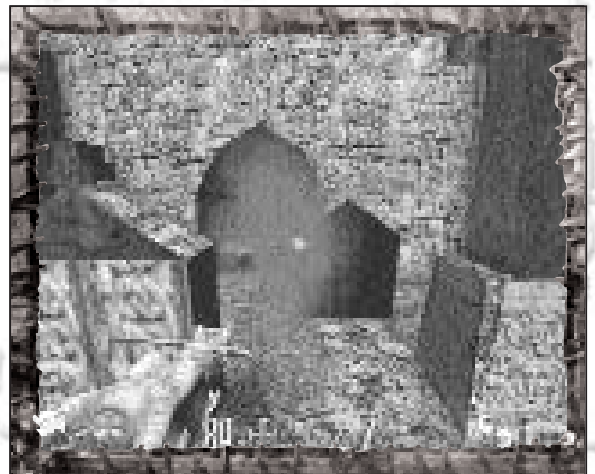
Dispel Magic destroys magical barriers and rids you of the Mindshatter spell.

TIP

Because Dispel Magic is used so rarely, it should be your last choice when using an amplifier.

Invoke

Technically, Invoke is an offensive spell, but only against a particular type of opponent. Decayed Saints are a big problem for you as you explore the Covenant mausoleum and the catacombs that lie beneath the ruined monastery. Striking a Decayed Saint with a weapon or another spell only knocks it down for a short time. After it recuperates, the Decayed Saint rises again, ready for battle.



The Invoke spell turns a Decayed Saint to harmless dust.

The only way to quell a Decayed Saint permanently is to hit it with the Invoke spell. This disintegrates a Decayed Saint, ensuring that it never gets back up to plague you.

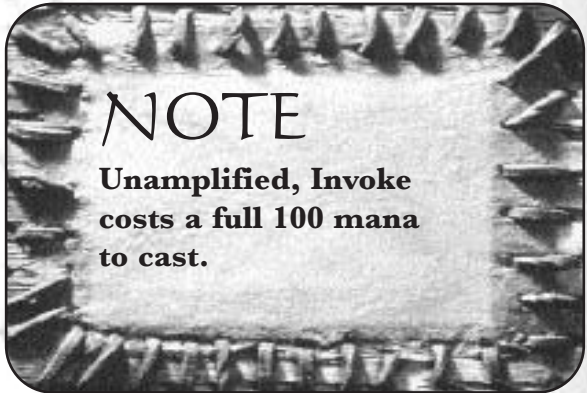
Amplifiers dramatically reduce the cost of casting this spell. Because Decayed Saints are such a problem in the early parts of the game, it's a good idea to maximize this spell with amplifiers.



With amplifiers, this spell is much less expensive to cast.

Haste

You receive your fifth spell as a reward for destroying Lizbeth Covenant. Haste does exactly what its name implies: it speeds you up, making you about twice as fast as normal. It also dramatically increases your jumping range.



Use Haste to make long, difficult jumps.



Haste is useful any time you need to make a long jump, especially when missing the jump means a fatal fall. You can also use it defensively, casting Haste to run through difficult areas and avoid combat.

Amplifying Haste reduces the cost of the spell and increases its duration.

Shield

Until you acquire this spell from the Standing Stones, your only defenses against the creatures that attack you are a fast and furious offense and your ability to dodge. Shield lets you stand your ground a little more firmly. When cast, it creates a magical barrier in front of you, blocking you from all damage. The mystical barrier affects your vision somewhat, making objects a little hazier and darker.

You should realize a few important things about the Shield spell. First, it offers no protection to the sides or rear. An enemy behind you can hit you.

Second, the Shield can only take so much damage. It absorbs repeated attacks from lesser creatures, but powerful enemies shatter it with one or two attacks or a couple of powerful spells. In tough combats, have Shield ready to cast so you can instantly renew the protection when damage destroys it.

Amplifying the Shield spell increases its duration and lowers the cost of casting it.



Haste can also be used to avoid difficult combats and dangerous situations.



Shield acts as a barrier against the attacks of your enemies.



The Shield is destroyed in the process of absorbing this Lightning spell, but you suffer no damage.

Skull Storm

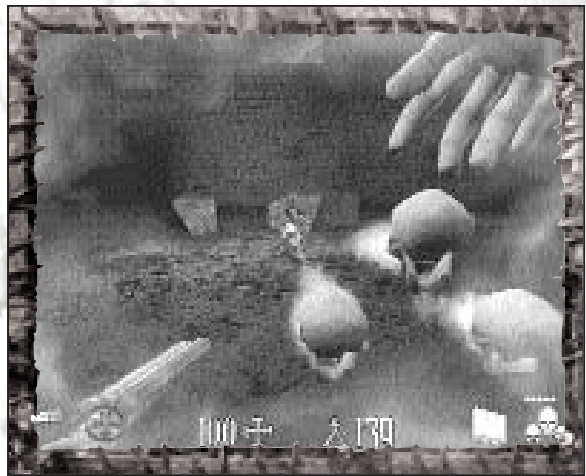
This is your seventh spell and second significant offensive spell, useful against virtually any enemy. Skull Storm is a powerful explosive spell capable of dealing enough damage to kill most lesser enemies with a single hit. When cast, it creates a skull that flies forward in a straight line. When the skull strikes anything, it explodes.

Unlike other spells, charging up Skull Storm gives the skull it fires additional power. Amplifying it also lets you create extra skulls with each strike. Every other time you amplify the spell, you create an additional skull if you allow the spell to charge.

Skull Storm's best use is against enemies that stand still. Skull Storm usually misses mobile enemies.



Skull Storm explodes when it strikes anything.



Amplifying Skull Storm gives you the power to create additional skulls.

Lightning

Lightning is another offensive spell with a lot of potential. The time it takes to cast makes it harder to use than your other offensive spells. A short delay separates your triggering of the spell and its actual launch. When firing at a moving target, this delay can mean the difference between a hit and wasted mana.



Like Skull Storm, Lightning is excellent against relatively stationary foes. It's also a good choice against a charging enemy like a Mon'to-shonoi or a Flickering Stalker.

This spell really comes into its own when you find the speargun in the Eternal Autumn. When paired with the speargun, Lightning is very costly to cast, but a strike does tremendous damage, killing most enemies instantly.

Another advantage of Lightning is that it can hit multiple targets. A single bolt of Lightning will arc from the initial target to a nearby foe. In the right situation, you can kill or seriously wound two or three enemies with every spell.

Powering this spell up with amplifiers decreases its cost and increases its power.



TIP

If the speargun is your current weapon and you cast Lightning, the spell charges up the spear. When the spear hits, it draws a massive bolt of Lightning to the target. If the target is too close to you, the Lightning will not strike.



Lightning causes considerable damage, but it costs a lot to cast.



When enemies bunch together, Lightning is your best offensive choice.

Flight

Your final spell is unique in several respects. Unlike your other spells, it is always active—at least in the right situations. You gain Flight during your second trip to Oneiros, and you use it by holding the jump button and moving normally. You can fly for only a few seconds at a time, usually long enough to fly up to a higher platform or across a short gap. Once you stop flying, the spell recharges. This spell takes no mana and cannot be powered up with amplifiers.

Your Flight spell only functions in magical realms, which means you can use it in Oneiros and the Eternal Autumn, but not in the “real world” at the Covenant manor. Fortunately, you won’t need it there.

Flight can also be used to slow your descent. If you fall a long distance, short bursts of Flight slow you down enough to land without damage.

CAUTION

Keep track of your Flight spell when using it. If you stop flying while far above the ground, you fall when the spell wears out and take a lot of damage.



Flight gives you the power to reach high areas. Many times, it is the only way to get where you need to go.



You can also use Flight to slow your fall from a height.



Using Spells

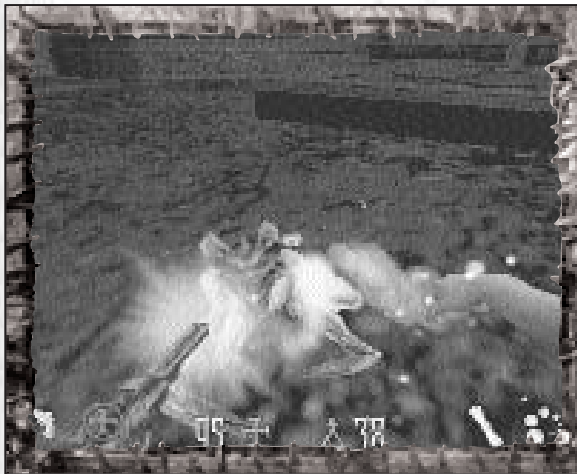
With the exception of Flight, you can have only one spell ready to cast at any given time. This doesn't mean that you can cast only one at a time. Your spells give you a significant edge against many of your enemies, making you the equal of those that would normally be much more powerful than you. Using your spells in many different ways helps you survive.

Spells in Combat

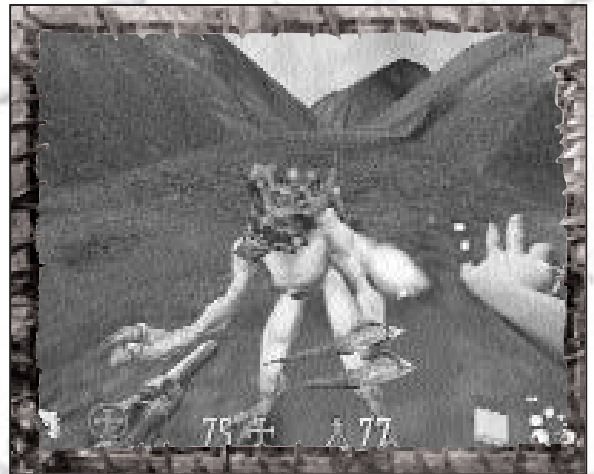
All things being equal, your best default offensive spell is Ectoplasm. It's not always the most effective for the situation (against Decayed Saints, for instance), but it is never the worst choice. It doesn't require the accurate aim of Lightning. Unlike Invoke, it can damage every enemy. Unlike Skull Storm, it doesn't pose the threat of seriously wounding you. Even better, it is cheap, quick to cast, and can be used repeatedly and rapidly.

The walkthrough in this book often suggests having a particular spell ready at certain times. Because some enemies are more vulnerable to one spell than another, it's a good idea to have the most effective spell ready. In all other cases, have Ectoplasm ready to cast.

Defense-minded players may want to keep Shield as the default. While not a bad choice, Shield doesn't offer you the same flexibility as Ectoplasm. A good general rule is to cast your defensive spells before you enter combat so you can use your offensive spells when you need them. If you know the next area is dark, cast Scrye before you go in, then switch back to Ectoplasm in case something jumps out at you. If you know an attack awaits at the top of the next staircase, cast Shield before you go up. Your defenses are in place, and you still have your offensive spell at the ready.



Ectoplasm should always be your default spell.



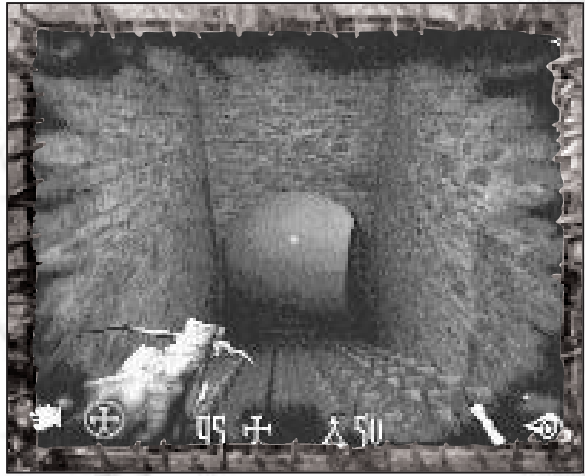
Ectoplasm—not always the best choice, but never the worst.

The final benefit to Ectoplasm in combat is that its low cost and fast re-casting rate let you pour out spells while you are charging up the Tibetan war cannon or reloading another weapon. Your weapon may not be able to fire yet, but you are still able to defend yourself. Both Skull Storm and Lightning take longer to cast, which may leave you defenseless.

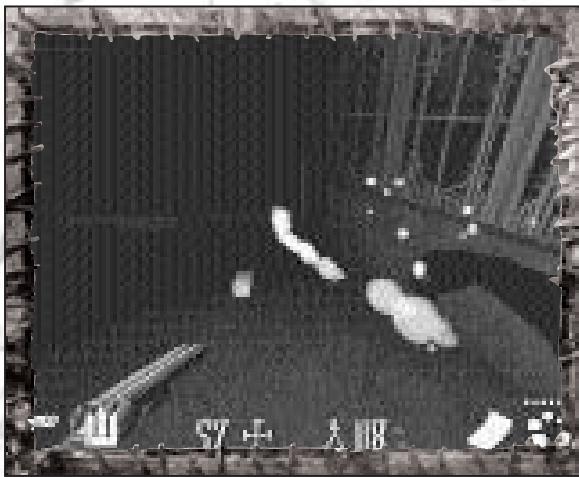
Spell Uses and Combinations

Before you get amplifiers, Scrye is an expensive spell, taking up nearly half your mana to cast. This can cause problems in combat if you run out of mana. If you just want a brief look into a dark corner, use Ectoplasm. It lights up a small area when cast, letting you look for hidden items. Even if you have to cast it two or three times, it's less expensive than Scrye.

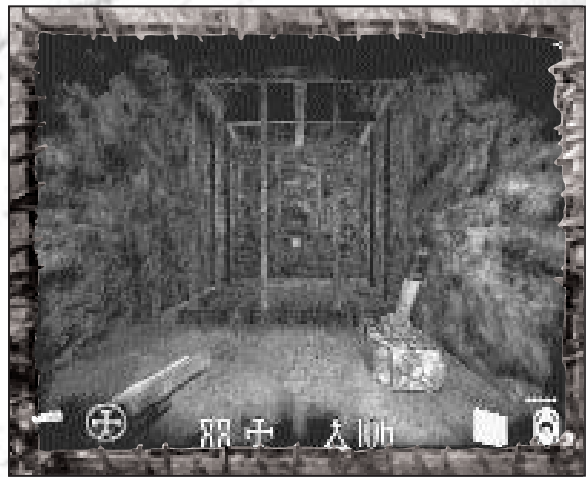
You can also try some combinations of spells. Effective as it is at protecting you from damage, Shield makes it much harder to see, especially peripherally. Counteract this by casting Scrye after you cast Shield. Amplified, both spells are relatively cheap, so you won't lose much in terms of mana. You gain all of the benefits of your Shield spell and significantly counteract the main drawback of Shield itself.



**Use Scrye before you walk into dark areas.
Cast Shield before entering combat.**



Ectoplasm doesn't give off much light, but it allows you to spot items in dark areas.



While the Shield protects you, Scrye allows you to see better.



Haste and Shield also make an excellent, purely defensive, combination. Shield blocks damage as you run past your enemies, while the speed lent by Haste prevents them from catching up to you and striking your vulnerable back.

Shield is also usefully combined with Skull Storm against a nearby enemy. Shield protects you from the blast of the spell (although Shield itself will likely be destroyed), while the Skull Storm spell kills whatever you hit. This is more difficult to pull off against multiple opponents, because you must call up the Shield after every blast with Skull Storm. Against a single opponent, it can be very effective.



Skull Storm kills what it strikes; Shield protects you from damage by your own magic.



Enemies

Vermin

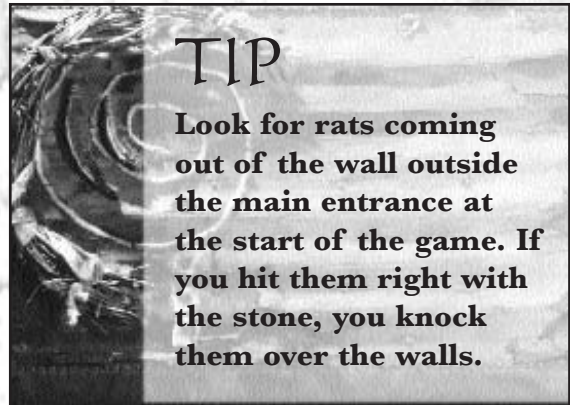
While not major enemies, vermin plague you at times. If you aren't alert to them, they strip away health. That weakens you and makes you easier for other enemies to kill.

Rats

Rats get underfoot. They won't go out of their way to attack you, but if you cross their path, they nip you with small, sharp teeth. Rat bites only take a few points of health away, but why lose health if you don't need to? Knock them back with the Gel'ziabar stone or avoid them entirely.



Rats are minor enemies.



Bats

Bats are vicious and difficult to kill. They are small, they fly, and they're very fast, making them hard to target. Take them out with your Ectoplasm spell, or with a scattershot weapon like the shotgun. Don't let them swarm you.



Bats are vicious and difficult to kill because of their small size and quick speed.

Sleed

They don't look like much, but Sleed are a real problem. They resemble piranhas, but jump about on land instead of in the water. Their constant leaping makes them difficult to line up for a shot. Back away and use Ectoplasm or swing at them with the Scythe. A single hit kills a Sleed.



You battle Sleed late in the game.

Animated Objects

Not technically vermin, animated objects are ordinary items—like plates or kitchen utensils—that come alive and attack you at inopportune moments. These attacks aren't intended to kill you, but they cost you health. You face animated objects in the kitchen and similar areas. Dodge animated objects. They attack only once, then de-animate and become normal. Avoid the attack, and don't waste ammunition.

Beasts

Beasts are unnatural animals that plague you throughout your quest. Not difficult to kill, beasts are often dangerous because of their sheer numbers. Battling a single beast is pretty simple, but you must be quick and accurate to fight a pack of them, or you wind up as food.

Howlers

The most prevalent enemy through much of your quest, Howlers are vicious, dog-like monsters that attack with claws and a deadly bite. Most Howlers can be downed with a couple of pistol shots, a few hits with Ectoplasm, or a single blast from the Tibetan war cannon. Some Howlers are stronger than others, and harder to eliminate.

The most dangerous thing about Howlers is that they often run in large packs, which are overwhelming. Another danger is that Howlers often leap to attack, and can cover a huge distance. Finally, they often lurk above, dropping down to catch you unaware.



Be aware of animated objects. Unless you are badly wounded, they won't kill you, but they strip away health.

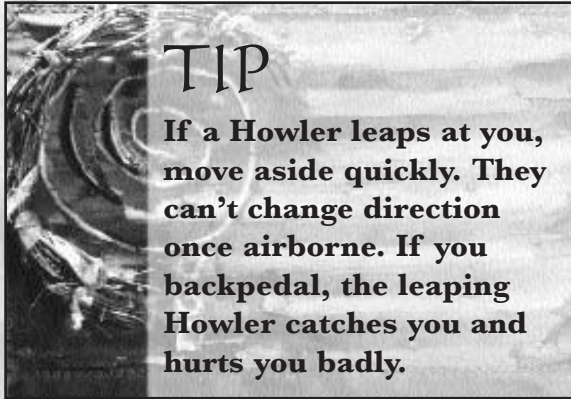


For the greater part of the game, you deal with packs of Howlers.



Use the pistol against Howlers. In most cases, a single shot to the head kills many of them outright.

Another good tactic is to let them leap, duck out of the way, and blast them with the Tibetan war cannon when they land. Howlers are a little dazed for a few seconds after a leap, which gives you an opportunity to act. They also like to stand and howl (hence their name)—another good time



TIP

If a Howler leaps at you, move aside quickly. They can't change direction once airborne. If you backpedal, the leaping Howler catches you and hurts you badly.



You see Howlers in almost every “real-world” environment.

to shoot.



Jiles

You first encounter Jiles in the greenhouse after you battle Lizbeth. Dangerous and carnivorous, these mutant plants attack with a poisonous green spittle that burns.

Worse, Jiles create deadly whipping tendrils that reach out of the ground to strike you. These tendrils die after you get far enough away from them, but they make approaching a Jile dangerous.

Handle Jiles with your shotgun, loaded with phosphorous ammunition. This takes care of them with a single shot. After you receive the Lightning spell, it becomes the best way to deal with them, because the spell allows you to stay out of range of their tendrils.



Nasty carnivorous plants, Jiles have several deadly attack methods.



The whipping tendrils of a Jile strip away health quickly.

Scarrows

Scarrows look like a cross between a nautilus and a human. Their heads sport tentacles around the mouth, and they slither forward, grasping with their arms. Scarrows can disappear underground, only to rise up and attack again. Up close, their rending claws do terrible damage; when they attack from a distance, their spittle robs you of health and makes it tough to see. You encounter these creatures mainly in Oneiros, and in the manor immediately after your first visit to Oneiros.



The fastest way to kill a Scarrow is with a blast from the Tibetan war cannon, followed up by a few hits of your Ectoplasm spell. If you hit them hard and fast, they can't stand up to you. Also, because it takes them a few seconds to materialize, you often can avoid a fight by running past them. In areas with many Scarrows, run rather than fight.



Scarrows favor surprise attacks.



Scarrows take a few seconds to appear. This gives you a chance to get away.

Flickering Stalkers

Aside from a boss enemy, few sights are as disheartening as that of a Flickering Stalker. Most of the time, their long, sinuous bodies are hidden by their tentacles—they look like heads trailed by tentacles. Their heads are virtually all mouth, and their mouths virtually all teeth. Flickering Stalkers attack by flying toward you and taking a massive bite from your side.

The only good way to handle these beasts is a massive barrage of everything you've got. Stay in open areas and move laterally when they fly in to attack. Only by eluding their aim can you hope to kill them. The shotgun, Tibetan war cannon, and Ectoplasm work reasonably well, as does the pistol loaded with silver bullets. If you are quick enough, you can also use the Scythe, hacking at



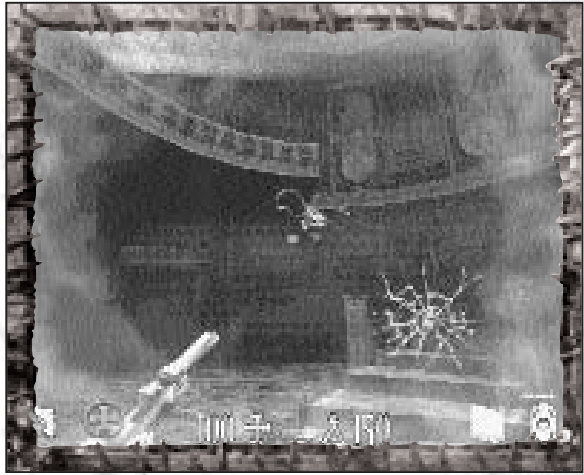
These flying creatures are tough to kill, and they bite with a vengeance.

them as they move in. Don't try this without a Shield.

When fighting Flickering Stalkers, keep your eye on them. If you turn your back on one, it strikes and does a lot of damage. This makes fighting more than one of these creatures at a time particularly dangerous. Hit them right after they attack, because they tend to jockey slowly for position, setting up their next run. That's when they're easiest to target.

Mon'to-Shonoi

As you progress through the game, you stop seeing Howlers and start seeing these giant floating heads with long arms attached. Mon'to-shonoi are not as difficult to kill as their fearsome appearance would suggest. They fall quickly to a few silver bullets. Use your Shield spell as well—if they get too close, they can kill you in a heartbeat.



Flickering Stalkers hover for a few seconds after an attack.





You can usually tell when you are about to be attacked by a Mon'to-shonoi, because they enter with a dazzling display of lightning.

At several points, you face gigantic versions of the Mon'to-shonoi. They are harder to kill and do more damage than their smaller cousins. They also cast spells, which makes them more dangerous. Phosphorous shells and Molotov cocktails help kill them quickly.

Mon'to-shonoi are more tenacious attackers than Flickering Stalkers. They don't move in, attack, and fly away. They keep attacking until one of you is dead. This makes them more dangerous in the short term, but also makes them much easier to kill.



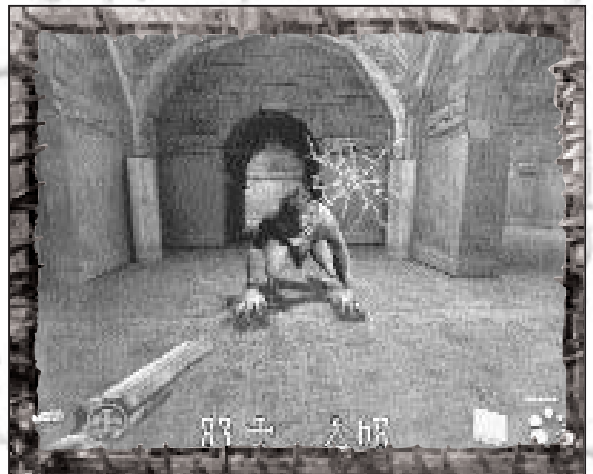
Mon'to-shonoi appear late in the game, effectively taking the place of Howlers.



As if the small Mon'to-shonoi weren't bad enough, you also face a few giant ones.

Hounds of Gel'ziabar

You only encounter a Hound of Gel'ziabar twice, fortunately. The first time occurs in a cinematic scene after your battle with Ambrose, when you don't have to fight it at all. The second occurs later, in your second trip to Oneiros. You can avoid combat then, too, if you want.



Consider avoiding all combat with these creatures.

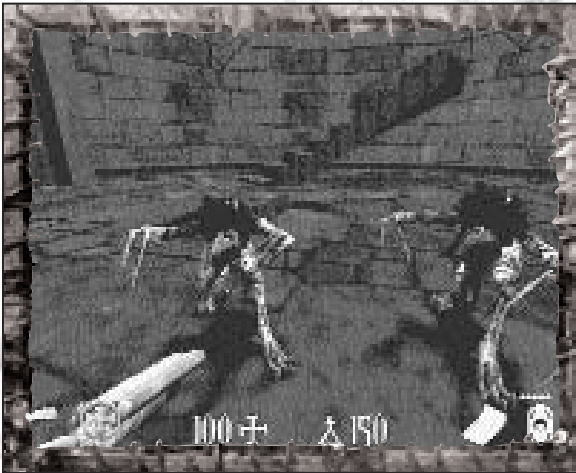
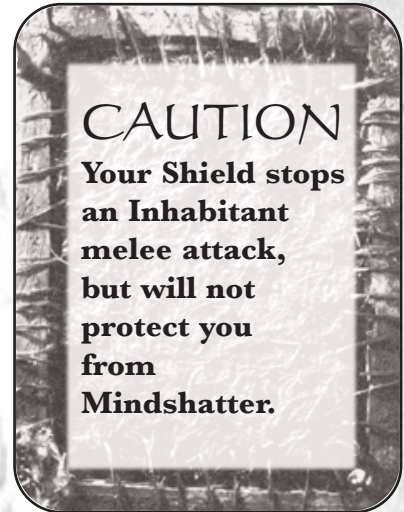
Chapter 4: Enemies

These creatures attack with claws and teeth. They are powerful, but not terribly difficult to kill if you use your Shield spell faithfully and pour firepower onto them. The shotgun works well, as does Lightning and Ectoplasm. Because this beast attacks at close range, Skull Storm usually does more damage to you than it does to the Hound of Gel'ziabar.

Inhabitants

Inhabitants look like a cross between humans and crows, although they are much smaller than humans and much larger than crows. Initially, Inhabitants do not attack you, but on your second tour of Oneiros, you must defend yourself against them. Up close, they attack with vicious claws. At a distance, they cast the Mindshatter spell, which warps your vision, making it tough to run and tougher to aim a weapon.

Keep your Shield up and use Skull Storm. Inhabitants are strong enough to handle a single Skull, but two or three (which can all come from the same spell, if it has been charged up) kill them.



You must battle Inhabitants on your second trip to Oneiros.



The devastating Mindshatter spell makes moving difficult and aiming spells or weapons nearly impossible.



Phoenix

You face Phoenix twice. The first time is near the end of your battle with Otto Keisinger, when he casts one at you as a spell. You don't have to fight the creature; simply avoid it.

In the Eternal Autumn, you face this creature as you try to get your final weapon, also called the phoenix. It appears as a flaming bird. Its beak causes damage, as does the fire that engulfs its body.

Treat the Phoenix as a slightly less powerful version of a Flickering Stalker. Keep it in front of you, keep your Shield up, and strike at it when it flies toward you. A couple of solid hits should make short work of it.



In your only real battle against this creature, virtually any good weapon will do.

Undead

Digging into the past reveals a few surprisingly active corpses. You won't fight many undead creatures, but be aware of them and be prepared to either kill them permanently or run from them.

Decayed Saints

Up close, these nasty creatures swing a quarterstaff with deadly effect. From a distance, they use a sling to chip away at your health. They can be dropped with two solid blasts of the Tibetan war cannon, but only temporarily. The Invoke spell is the only way to quell them permanently.

Against a single Decayed Saint, you won't have any problem. The Invoke spell is instantly fatal. However, Decayed Saints often run in packs, and Invoke takes all of your mana to cast, at least initially. Hit one with Invoke, knock back the others with the cannon, and run through them before they rise. Even better, use amplifiers to maximize your Invoke spell so that you can cast it repeatedly.

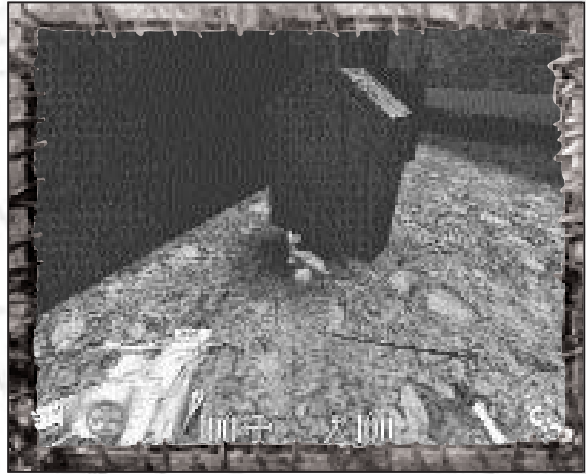


Chapter 4: Enemies

Decayed Saints often emerge from piles of bones, slowly enough to give you time to run away. If you move quickly, you can often be down a corridor and around a corner before the Decayed Saint is able to attack. If you don't want to fight them, keep moving and don't stop for anything.



Decayed Saints can only be destroyed with your Invoke spell.



Decayed Saints take a few seconds to appear, giving you the chance to avoid them.

Phantom Monks

You encounter these undead beings in the chapel inside the main manor house. They are tough to see, which makes them tough to hit. Fortunately, you don't find them often, and you can avoid them when you do.

If you wish to fight them, they go down as easily as living monks. Counteract their relative invisibility with the Scrye spell. If you do choose to fight, the pistol and Ectoplasm are marginally effective and your only real choices.



Phantom Monks appear as an insubstantial blue mist. Run from them.



Humans

Some enemies are human. This won't make them easier to kill—other humans are among your most dangerous foes.

Trsanti



Pistol-wielding Trsanti drop bullets when you kill them.

You faced these deadly warriors in the attack that left you scarred and in possession of the Gel'ziabar stone years ago. They are still around, and still as deadly.

You encounter two main types of Trsanti warriors, equally deadly. One type carries a shotgun—dangerous because of the ability to hit with power from a short distance. Up close, these Trsanti attack with a pair of long knives. The second type wields a wicked sword and a pistol, and is likely to charge. When killed, the first type drops shotgun shells and the second drops bullets.



Trsanti armed with shotguns have formidable power.

NOTE

In the Pirate's Cove area, you find a few Trsanti armed with swords and dynamite. They are similar to the pistol-toting Trsanti, but do not drop bullets when killed.

Handle Trsanti with firearms. Two shotgun blasts kill one, as will several well-aimed shots with the pistol. Use the pistol to kill the Trsanti that drop bullets and the shotgun to kill the Trsanti that drop shells.

A hit with a weapon stuns Trsanti, leaving them unable to retaliate. If you keep up the firepower, you can handle them easily.

Trsanti Witches

Few sights inspire a novice's overconfidence like the frail appearance of a Trsanti Witch. After a couple of battles with them, few sights inspire more dread. She may fall to a shotgun blast or a couple of bullets, but a Trsanti Witch is a force to be reckoned with. Her ability to use Shield means you have only seconds to hit her while she is vulnerable. Up close, a witch attacks with claw-tipped brass knuckles; from a distance, she uses Skull Storm.

Hit a Trsanti Witch before she knows you are around. If that fails, make sure that you have at least one bullet or shell in your weapon and wait for her Shield to drop. At close range, a single bullet or shotgun blast does in a witch.



They look frail, but Trsanti Witches are deadlier than their warrior brethren.



Kill a Trsanti Witch before she gets her Shield up. If possible, take her by surprise and hit from a distance.



Monks

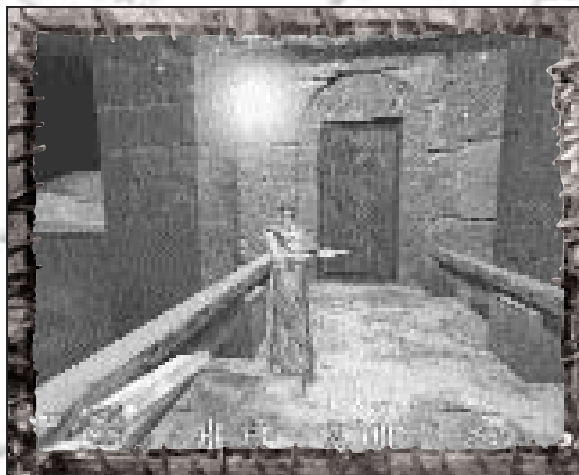
You encounter monks when you travel back through time to the restored monastery. They are tricky opponents. Most monks are armed with a quarterstaff, which they spin effectively when in range. Handle them from a distance with several pistol shots, or with Ectoplasm as they charge you. Also, dart into their striking range, then run back. While the monk spins his quarterstaff, drill him with a weapon or nail him with a spell.

Other monks are armed with a deadly crossbow. If a bolt hits you, you lose a significant amount of health. But it takes several seconds for them to reload—ample time for you to pump a few bullets into their heads.

Monks take three to six bullets to kill, depending on your accuracy. As with Howlers, aim for the head. The monastery where you fight monks has plenty of ammunition available, so you shouldn't run out of shells or bullets.



The basic monk is armed with a quarterstaff, which he wields effectively.



Crossbow monks are deadly if you let them fire.

Abbots

You have to fight several Abbots in your trip back in time—and fighting even one should worry you. Abbots command tremendous magical forces—they are able to cast Mindshatter as well as Skull Storm long before you are able to.

Use the shotgun with phosphorous ammo against an Abbot, followed up with a generous helping of Ectoplasm. Keep moving to avoid taking the full brunt of their Skull Storm spells. Health packs are your item of choice in Abbot territory, so you can heal the moment the Abbot casts a spell. Even if Skull Storm misses you, you take significant damage from the blast. Kill Abbots during the few seconds it takes them to ready another spell.



Abbots are few and far between, thankfully.

Jemaas

You encounter Jemaas as you wander through the Eternal Autumn, closing in on your final encounter with Bethany. These primitive tribesmen are capable combatants, and can take a tremendous amount of punishment before succumbing. Use the speargun and Ectoplasm to kill them, keeping in mind that each one will take three spear hits before dying. Accuracy is less important with Jemaas—even spears that hit their heads don't slow them down much.



Some Jemaas carry spearguns, and attack from a distance, switching to short spears up close. Others do not have spearguns and always run up to use their regular spears. In either case, Jemaas are aggressive. Their attacks from a distance are more dangerous, but up close, they attack multiple times, stripping health away.

You often fight Jemaas on narrow ledges cut into cliffsides. Quickly use the Gel'ziabar stone to knock them off the cliffs. Usually, the fall kills them. Even if it survives, the Jemaa can't attack you again.



Tribal Jemaas are surprisingly sturdy and take a lot of punishment.



A direct hit to the head hasn't slowed this Jemaa. He's still eager to skewer you.



A Jemaa with a speargun always means business.

Dri'nen

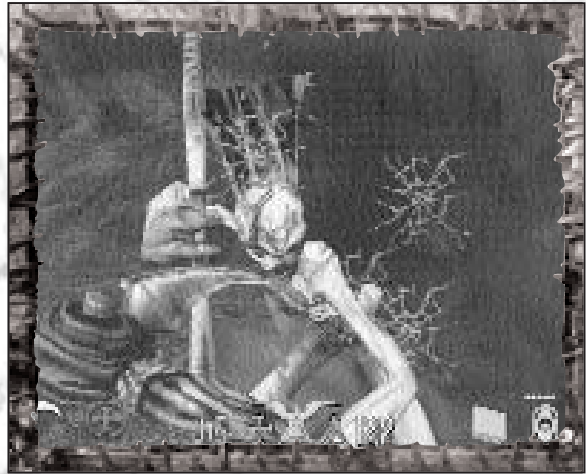
Dri'nen are powerful warriors, encountered in the heart of the Eternal Autumn. Their attack is staggeringly powerful, and they phase themselves to move with blinding speed while being invulnerable to your attacks.

Dri'nen phase behind you and attack behind your Shield. Move as soon as you see a Dri'nen, and turn around so that your Shield takes the brunt of the attack. Strike from a distance with Ectoplasm or a stronger spell, and keep moving to avoid their strikes.

Because Dri'nen phase when you are out of their striking range, get up close to get a solid hit. When they phase toward you, charge. As soon as the Dri'nen passes you, spin and strike with the Scythe. Your Shield deflects most of their attacks. You won't always connect, but landing three or four solid hits with the Scythe kills a Dri'nen.



Few enemies are more frustrating in battle than Dri'nen.



If you are quick enough, the Scythe is effective against Dri'nen.

Handmaidens

You face one Handmaiden near the middle of your quest, but most of them await you in the Eternal Autumn as you near your final battle. These sorceresses use Lightning to whittle you down to size, and they can cast it multiple times in rapid succession.

Handmaidens also fly, which makes them difficult to target. However, they are vulnerable when they stop for a second or two to cast a spell. As with Trsanti, hitting a Handmaiden leaves her stunned and unable to move or retaliate.



Your best weapon against Handmaidens, other than your own powerful spells, is the pistol with silver bullets. It usually takes six to kill a Handmaiden, even if you manage to target her head. Because you usually see them by themselves, you often have the luxury of concentrating on killing a Handmaiden without worrying about other attacks. The faster you take her out, the fewer chances she has to strike with her spells.



Handmaidens cast Lightning at you, and fly out of range of your melee attacks.



Hit Handmaidens hard and fast, so they can't respond.

Verago

One positive note on the Verago: You only face them during your second trip to Oneiros. Virtually everything else to be said about these weird, powerful wizards is negative. They cast Skull Storm accurately and rapidly, and they take several solid hits to kill.

Most of the time, you can avoid Verago. On a few occasions, you are forced into combat with them. The pistol, loaded with silver bullets and backed by your offensive spells, is the way to go. Verago group together, which makes both Skull Storm and Lightning attractive weapons to use against them. The shotgun, with its damaging spread, is effective for the same reason.



Although physically weak, Verago are powerful combatants.

Bosses

Bosses are creatures you encounter throughout the game, and eventually must destroy to break the curse on Jeremiah's family. Details on battles with these creatures are given in the walkthrough section of this book.

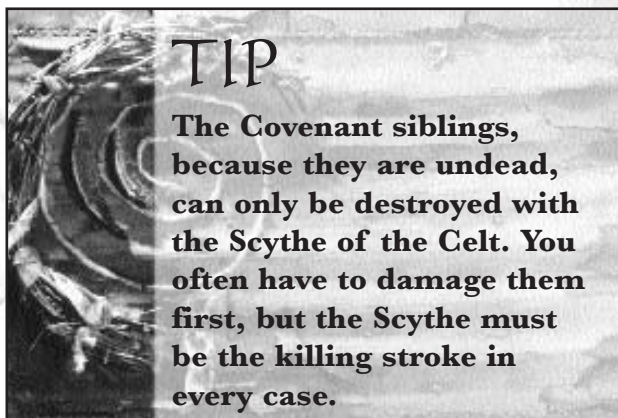
Lizbeth



Lizbeth is a vicious opponent, both up close and far away.

You encounter Lizbeth several times in your quest, and eventually face her in the catacombs below the monastery. She is twisted and evil, and difficult to kill. Lizbeth attacks wildly with her claws up close, and by throwing rocks from a distance. Like Howlers, Lizbeth can leap to attack and is usually disoriented for a few seconds after her leap.

Her claw attacks are more deadly than her attacks from a distance. Still, you should fear her ability to throw rocks. Avoid her close-in strikes by ducking to the side, as you would with Howlers. She throws stones much more accurately, and these are difficult to dodge. Be prepared to heal yourself.

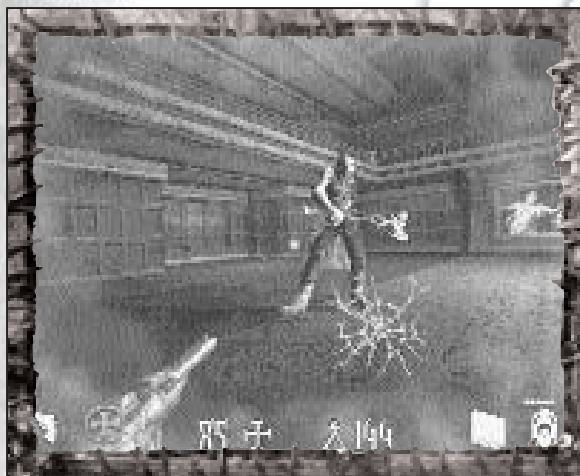




Ambrose

Ambrose Covenant has aligned himself with the Trsanti, and likes to use their tactics when he fights. Initially, he seems more or less a normal man, albeit strong, feral, and deadly. Anger and hatred consume him, which makes him even more deadly in combat. You face him after you return from the pirate cove.

When you face Ambrose, he has the Gel'ziabar stone in his possession. The power of the stone combines with Ambrose's battleaxe to make him a huge, powerful giant, invulnerable to every weapon and spell you possess. The only way to defeat him is to take the stone from him.



Ambrose Covenant, thanks to the power of the Gel'ziabar stone, becomes a massive, unstoppable giant.



Otto Keisinger

The wizard, Otto Keisinger, has been a thorn in your side for years, upstaging and discrediting you at every opportunity. His meddling has reached new heights at the Covenant manor. He wants you and the Covenants permanently out of his way. You face Keisinger in the magic realm of Oneiros, which he has claimed as his own.

Keisinger has a powerful Shield spell that protects him from every angle. He attacks with Lightning and Skull Storm initially, and can also call forth Phoenix. Hit Keisinger when his Shield is down, which is seldom. The battle against him proves to be one of your biggest challenges.



This evil wizard caused the death of Bethany Covenant. He is powerful, but also overconfident.



Aaron

Of the Covenant siblings, Aaron is your most frequent visitor. Among your first sights in the Covenant manor is a vision of Aaron, and your final faceoff with him comes late in your quest.

Initially, he appears simply as a ghostly human being. As your persistence in delving into the curse surrounding his family increasingly brings you into contact with him, Aaron reveals his second form. In his revenant form, Aaron appears to have been flayed, and his body is covered in chains, which he uses to attack. You face him in the crypt beneath the Covenant manor.



It is the revenant form that you eventually must defeat. In this form, Aaron attacks from great range with his chains. He also attacks up close, whipping you for terrible damage. Rendering him unable to strike with his chains leaves him vulnerable to your final slice with the Scythe.



Aaron, the artist, is perhaps the angriest of the Covenants. You must restore his physical form before you can defeat him.

Bethany

Of all the Covenants, Bethany has achieved the most power. She has concentrated on developing her magical abilities to their fullest. In terms of pure power, she closely matches Otto Keisinger, who presumably killed her because of that threat. She created the Jiles that you face in the greenhouse and in the Eternal Autumn. You finally confront Bethany at the end of your travels in the Eternal Autumn.



The sorceress Bethany is the last of Jeremiah's siblings to feel your Scythe.

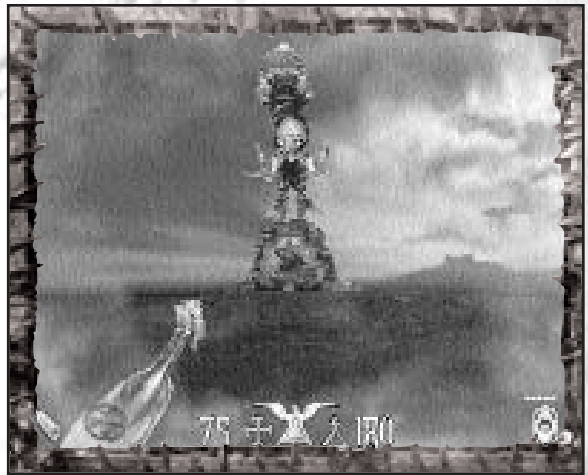
While Bethany can attack you personally with spells, she tends to summon other creatures to fight for her. Doing so leaves her temporarily weakened. Exploiting that moment is the key to ending her unlife and the reign she hopes to have as the concubine of the Undying King.



The Undying King

As you might expect, your final battle is the most terrible and the most difficult. The huge Undying King can crush a mortal instantly. From his massive arms comes incredible destruction; from his head come deadly spells. The Undying King's mouth instantly destroys whatever it sucks in.

This dangerous maw is the key to destroying the Undying King. First expose it, then use it to reveal this massive creature's only vulnerable spot. The Undying King is the last creature you face in your quest to dispel the curse on the Covenant family. Unless you are strong and powerful, it is the last battle you face in this life.



The Undying King—the most terrifying and powerful creature you face.

Combat

Combat Basics

Much of your time playing *Clive Barker's Undying* will be spent either in combat, preparing for combat, or recovering from combat. Howlers, Trsanti, Decayed Saints—and worse—dog your steps throughout the Covenant manor and the areas around it. If you know what you are doing, many combats can be handled quickly and easily. If you are unprepared, any combat can be your last.



Combat is a constant part of *Clive Barker's Undying*.

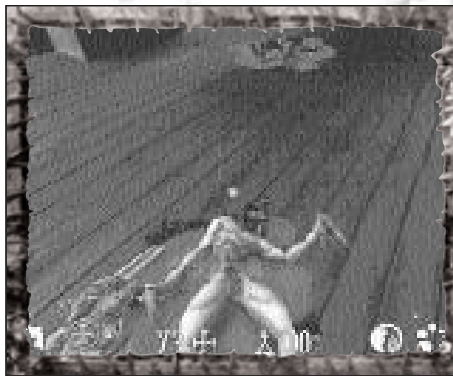
Weapons and Spells

As you have seen in Chapter 2 and Chapter 4, each weapon has its place, and each creature has a vulnerability to a particular weapon. Try to use the right weapon for the situation. Using the Tibetan war cannon against a distant foe is difficult, for example, but it's excellent for dealing with Scarrows.

In most cases, the walkthrough on the following pages will indicate the creatures that lie ahead of you. Armed with that knowledge, you can have the appropriate weapons ready.

The Tibetan war cannon is an excellent weapon as your default. You can charge it and have it ready to fire as soon

as an enemy appears—a nice advantage. Unless you are facing distant enemies such as crossbow-wielding monks, the war cannon is never the worst weapon to have handy. It fires quickly and hits hard, and its low trajectory makes it excellent against



Use the right weapon for the job. Being armed with the wrong weapon is almost as bad as being unarmed.



When in doubt, equip the Tibetan war cannon. It's your best default weapon.

jumping Howlers (your most frequent opponent). Even better, it uses no ammunition, so you never have to worry about wasting ammo or running out.

The same holds true with your spells—use the best one to defeat each particular enemy. Ectoplasm is your best default spell for a very long time. However, if you know you are going to be fighting Decayed Saints, have Invoke ready to go so you can kill them permanently.

Using Items

When you know you are going into combat, your readied item should almost always be either ether traps or health packs. Designed to be used in combat, these items can often aid you. Health packs are the best choice as your default. If you take damage, you are prepared to heal yourself immediately.

Speaking of health packs, each one adds 35 hit points to your total (unless you are less than 35 hit points down from your maximum level of 100, in which case the health pack simply restores you to your max.). You will find health packs throughout your wanderings, and you will use them often.

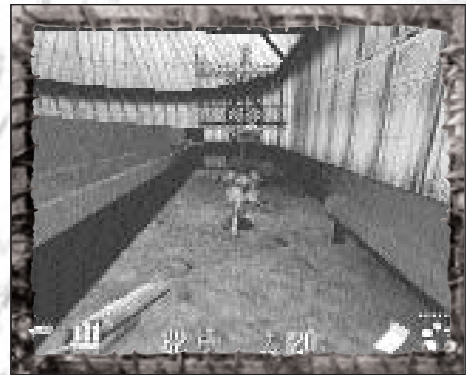
Conserve health packs whenever possible. Don't use them unless your hit point total is below 65. If you have 95 hit points and use a health pack, you don't use just five points of it—you use the whole thing. The 30 additional points of health it could have restored are simply lost.



The exception to conserving health packs is when you are entering an extremely difficult battle. It's best to enter combat against a powerful creature or a large group of enemies with full health.



For a good portion of the game, Ectoplasm is your best spell against everything but Decayed Saints.



A good time for a health pack? Probably not. You can handle this enemy easily, and your health is still pretty good.



Why You Survive

By all rights, you shouldn't last long against the minions of evil that plague Jeremiah Covenant. They outnumber you by a wide margin, are powerful, and know their way around. Why do you repeatedly exit combat victorious, with the bodies of your enemies cooling at your feet? Aside from the liberal use of health packs, the answer is mobility, initiative, and speed.

Mobility

Some of your enemies are much faster than you (Howlers, for instance), but none are as agile and mobile. When a Howler leaps, its momentum carries it straight ahead. To avoid being caught by its massive paw, step to the side. You avoid damage, and the Howler lands

away from you, slightly disoriented by its leap and a sitting duck for a few blasts of Ectoplasm or a solid hit with your shotgun.

Take advantage of your mobility. When you have the advantage of speed, use it to backpedal, keeping distance between you and your foes. This is especially useful against an enemy that attacks only by melee. If you don't have the speed advantage, or the enemy can attack you from a distance (as many can), moving from side to side allows you to avoid shots.

Learning to strafe gives you the single largest advantage you can have in combat. Strafing simply means attacking while moving either left or right. Using both the mouse and the keyboard, you can focus on an enemy while continuing to dodge its attacks. You pour on the damage, while the enemy misses with everything it throws at you.

This works for two reasons. First, most of your enemies—unlike you—can't move and attack at the same time. They can only do one or the other. This is particularly true of enemies that use missile weapons or firearms. A crossbow-wielding monk, for instance, can run toward you, but to fire his crossbow, he has to stop and take aim. The same is true of a Trsanti with his shotgun or pistol out, and of Abbots and Scarrows. This makes them vulnerable targets when they aren't moving.



Your superior mobility allows a kill against a Trsanti warrior with the Scythe.



Learning to strafe means less time spent dealing with the effects of Sorrow spells—or worse.

The second reason is that all enemies are blessed with perfect aim and cursed with imperfect timing. They fire unerringly at where you are, not where you are going to be. A Scarrow launches its deadly attack toward where you are standing at the moment it fires. If you move to the side, the shot is virtually guaranteed to miss you. Bullets are faster and harder to dodge, but a zigzag pattern of movement will keep you out of the path of most of them.

Backpedaling is a way to delay taking damage by a fraction of a second. You can't outrun a bullet or a crossbow bolt. The backpedaling tactic has its uses, but it usually isn't that effective against missile or leaping attacks. Howlers can still catch you, and Decayed Saints will quickly switch to their missile weapon if you decide to run away in a straight line.

Don't worry if you are caught in a tight place. You can sidestep an attack even in a narrow corridor. A couple of virtual feet is enough to dodge most incoming attacks. This tactic, more than any other, will save your life in a fight.



The monk at the top of the wall is limited to firing at your exact position. A quick move to the side, and he misses.



Even in narrow corridors, you can dodge enemy attacks.

Initiative

Throughout the game, you control initiative. Howlers may wait around the next corner, but they won't attack until you trigger them. Take the game at your own pace. If you want to take a short break to catch your breath, you can. You can't avoid a lot of the battles, but you can take them at your own pace.

With very few exceptions (noted in the walkthrough text), once you've killed the creatures in a particular area, you're safe from attack until you move somewhere else. In some places, enemies keep coming until you get to another point. However, most of the time, once you control an area, you can explore to your heart's content without fear that the creatures you just killed have called in reinforcements.



This Howler is dangerous, but it won't attack until you trigger it.



Speed

At times during your quest, fighting is the worst possible decision. Groups of Decayed Saints, large collections of Howlers, armies of Scarrows that keep coming back no matter how many you kill—these are excellent examples of times when your fight-or-flight instinct should lean toward *flight*.

As already mentioned, you are usually faster and always more agile than your opponents. It is possible—and maybe the best choice—to run through enemies without throwing a single spell or launching a single attack.

This is much easier than you might think. Because your enemies are reactive—they react to your actions and don't do anything until you trigger them—it takes a couple of seconds for them to become aware of your presence and move to attack. In those few seconds, you can be past them and into the next area.

This is important because of the way *Clive Barker's Undying* works. Completing certain actions or walking through certain doors causes the next portion of the game to load, and creatures never follow you between these loads. If you're being harassed by enemies, you're safe from attack if you can make it to the next load section.



Decayed Saints take a few seconds to climb out of the ground to attack. By the time this one is ready for battle, you should be well past it.

Advanced Combat Secrets

The ideas above will help give you an edge in combat, but there's more to know about fighting. More subtle tactics can make the difference between escaping a battle intact and being forced to go back to your last saved position.

More on Weapon Choice

Often, several weapons are equally effective against a particular type of monster. A good pistol shot will drop a Howler, as will a shotgun blast or a charged shot from the Tibetan war cannon. Which should you use?

You are limited in the amount of each particular type of ammunition you can carry, so note the ammunition in the area. If you know there are pistol bullets lying around, it makes sense to use your pistol. You can stock up on ammo immediately. Likewise, phosphorous shells are an excellent choice against most enemies, but new supplies are rare, and you can only carry 20 at a time. If you

know there are phosphorous shells in the area, use the ones you have and restock immediately. Make the best use of the items readily available to you, and avoid using an ammunition type that is in limited supply at your point in the game. Ammunition won't often be a problem for you, but it can be. In stretches of the game, a particular type of ammunition is limited, and you can conceivably use a lot of what you have. Select a weapon that you can resupply easily to help guarantee you'll never be without the weapon you need.

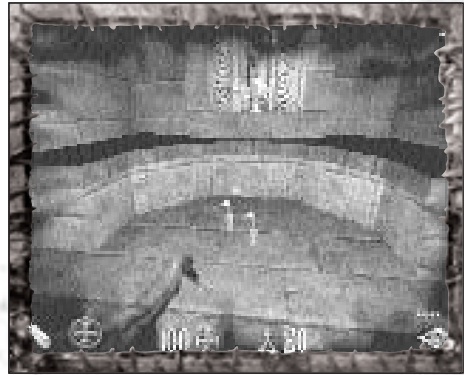
Reload Your Pistol

Your pistol holds six shots, which helps when facing a couple of enemies or one strong foe. Often, though, you will only use three or four bullets in a particular combat, leaving two or three still in the pistol. When you have a chance between combats, reload your pistol if you plan to use it in the next battle. Going into combat with just a couple of bullets in your gun is tempting fate.

Sometimes you have to reload during combat. This is a vulnerable time, because you can't defend yourself as well. Limit these occasions as much as possible. Always go into battle with a full weapon, reducing the possibility of having to reload.

Use Hot Keys

Check out the Configuration menu and note that you can assign hot keys to each of your weapons, many of your important items, and all of your spells. Doing so is a very good idea. If you need to switch weapons in a hurry, you can go right to the one you want without scrolling through the list. The same is true of spells. Sometimes you need to move quickly between Scrye and Ectoplasm. Hot keys will save you time and trouble—and probably will save you more than once from being killed.



You have a full complement of Molotov cocktails, and can grab a couple more here. Why not toss a few at your enemies?



The battle is over. Reload the pistol for the next battle.



Assign keys to your weapons, spells, and items so you can pull up what you need as soon as you need it.

The Walkthrough

Reunion

Start the game outside the mansion of your friend, Jeremiah. Look around if you wish, but there is very little to see here. To the left of the main entrance, a gardener works on the hedges. Talk with him if you wish; he seems pleasant enough.

When you are ready, approach the main entrance. The doors will open, and you will encounter Jeremiah's maid. She'll tell you that your friend didn't know if you'd received his letter. Worse, Jeremiah has recently become bedridden, and his house has begun to fall into disrepair.

When this short cinematic sequence ends, you will be standing on the stairs leading up to Jeremiah's room. Go forward and around the corner to the next hallway. As you go up the stairs, you will be confronted by a pair of very angry-looking spirits. Fortunately, they won't be able to harm you. Jeremiah's room is to the left. Before you enter, get the health pack from the stairs at the end of the hall. Then enter Jeremiah's room and talk to your old friend.



TIP

For a taste of things to come, use your Scrye spell outside. You'll see a ghostly form hanging from one of the lampposts. The Gel'ziabar stone will glow when you are near the lamppost.



The maid tells you that things have gone from bad to worse at the manor.



Someone or something doesn't want you here.

Chapter 6: The Walkthrough

Jeremiah has looked better. In the time between his letter to you and your response, he has deteriorated physically. He seems mentally unstable as well, telling you of strange events at his house, including the disappearance of his brother, Aaron, and sister, Bethany. While he talks, a loud crash startles you. It sounds as if one of Jeremiah's servants is being attacked downstairs. Telling him to sit tight, you go to investigate.

The Howlers

After the scene with Jeremiah ends, you are returned to the hallway outside his room. Go right and follow the hallway back the way you came. Go through the door at the end, into the main hallway and down the stairs. Here you'll get your first glimpse of the ghost of Jeremiah's brother, Aaron. On the ground floor, go through the open door to the right.

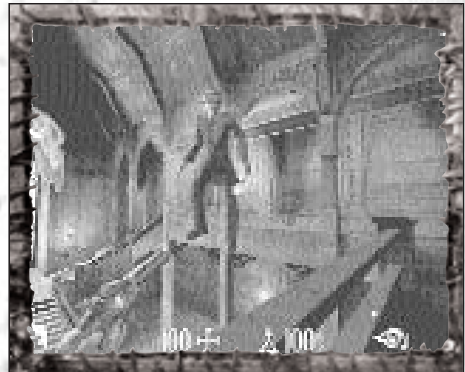
You are now in the west wing of the manor. If you haven't already, equip the pistol instead of the Gel'ziabar stone. Head through the door to your immediate right and get two boxes of ammunition from the table. As you do so, Aaron's ghost appears again and speaks to you.

Return to the hallway and walk toward the blue doors at the end. These won't open, so go through the small door to the left. In the back left corner of this room, grab a second health kit. Then go through the door on your left toward the mirror at the far end. Get a third box of bullets here. You'll see Aaron's ghost in the mirror.

Go through the other door in this room. As you do, you hear a crash and the sound of someone being attacked. Run forward into the large



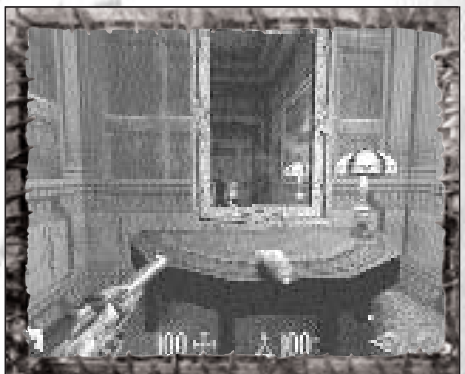
A sound from below alerts you that something is wrong. Perhaps Jeremiah isn't as deranged as he sounds.



This apparition is Jeremiah's lost brother.



You encounter Aaron's ghost again when you find the boxes of bullets.



Aaron's ghost appears in the mirror as you reach for the bullets.



open room ahead of you. At the far end, you spot a different ghost, who runs away at the sight of you. Move in, go around the large stage, and get your first glimpse of Howlers.

There are two Howlers here. When they spot you, they attack. Start firing, pulling back to keep your distance from them. Kill them off, then go around the stage. You'll find another health kit (which you should use if you have been badly wounded) as well as the body of one of Jeremiah's maids.



TIP

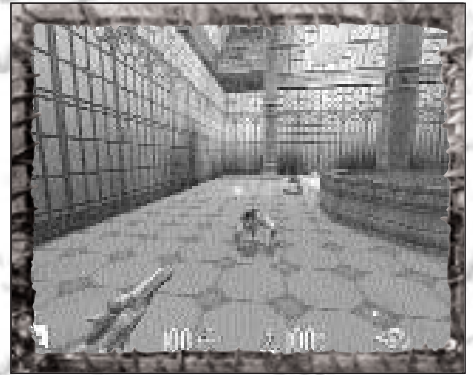
Between combats, always reload your pistol.

Walk through the open door in front of you. As you enter this room, you'll hear more commotion and see a Howler run across the floor in the next room. Walk carefully, because another Howler will appear behind you. Spin and take it down, then move into the next room. Walk to the right up the short set of stairs and wait for the next Howler to appear. Kill it when it shows up, then go up the spiral staircase.

Another Howler waits for you at the top of the stairs. Kill it and walk forward. You hear Jeremiah screaming in the distance. Before you rush to save him, go through the small door to the right at the top of the spiral stairs and take the



Get this book before you run to save Jeremiah.



Your first glimpse of Howlers puts you in the middle of combat.



Unfortunately, you didn't act quickly enough to save this poor maid.



A final Howler stands between you and Jeremiah's safety.

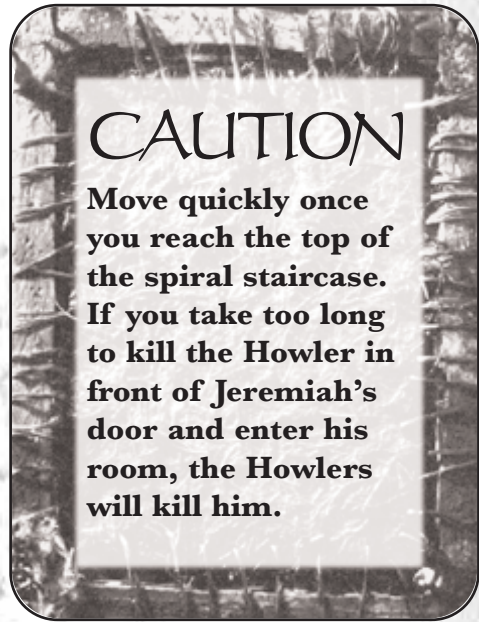
book from the table. Then go back to the hall and up the short staircase. Kill the Howler in front of the door, then go in.

Jeremiah sits in a chair, terrified. He tells you that the creatures you just encountered are called Howlers. He's never seen them before, but he's heard about them all his life. The appearance of these creatures seems to have something to do with his family history, which he tells you is not a very proud one. He also tells you a story about a ring of standing stones on an island near the family estate. He took his siblings there once and experienced a strange event—by reading from an occult book, he caused the sea to boil. Since then, he has been visited by terrible misfortunes.

Jeremiah gives you a scroll to examine, and you turn in for the night. It appears you have much more to deal with than you bargained for.



Jeremiah is shaken by the events of the night.



Beginning the Quest

You awaken the next morning, recovered from the previous night's ordeal. But there are more questions than answers. Walk to the scroll on the floor in front of you. Touching it gives you the ability to cast a new spell—Ectoplasm.



You learn a new spell, and you'll use it often.



You encounter the butler just outside your room.



Walk up the stairs. Take the bullets from the table and go through the door, into the hallway. Equip the Ectoplasm spell in place of Scrye.

Walk into the hallway, turn right, and move forward. You soon encounter the butler. He tells you that, during the commotion last night, someone broke into Lizbeth's room and ransacked it. Follow him through the corridors to her room.

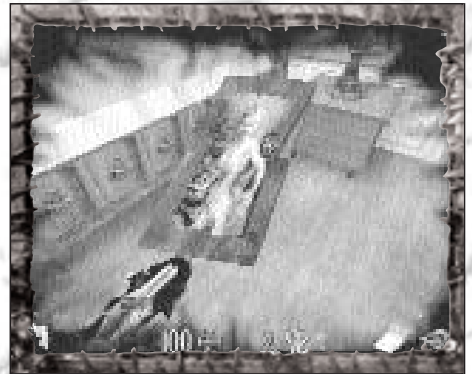
Inside Lizbeth's room, you encounter another of Jeremiah's maids. She tells you about Lizbeth who, by all accounts, was a beautiful girl but prone to fits of rage. Additionally, you discover two important facts. First, her mother died giving birth to her. Second, Lizbeth herself died from a wasting sickness, but one of the groundskeepers says that he saw her recently. The maid also tells you that the groundskeeper is in the garden, which you can reach from the kitchen.

When you are done speaking with the maid, explore Lizbeth's room. In the back corner, you find Lizbeth's journal on a stand. Get it and read it. Use the Scrye spell and look at the fallen picture of Lizbeth near her bed. Go through the door by the fireplace near Lizbeth's portrait to find a bathroom that contains a health pack. When you have the items, return to the hallway.

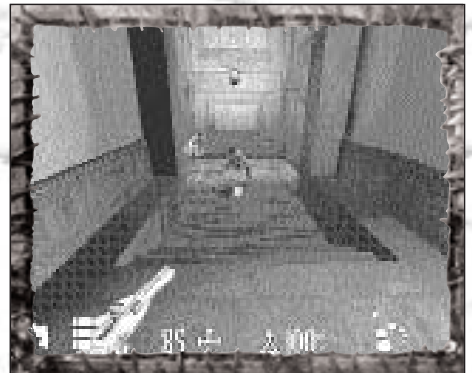
Take an immediate left and walk down the corridor. Two Howlers at the end of the hallway charge you. Use your pistol and Ectoplasm spell to kill them. Then follow the hallway to the open door.

As you near the door, you hear a commotion behind you. Run back to Lizbeth's room. The butler, bleeding badly, runs past you, and you discover the maid lying dead beneath two Howlers. Kill both Howlers and return to the hallway. Go left again, and this time go through the open door at the end.

This returns you to the main staircase. You hear more Howlers downstairs, but before you investigate, go through the open door at left. Go left inside this sitting room to a bedroom. There is a box of bullets and Evaline's letter on a table here, as well as another door.



Look at Lizbeth's portrait with the aid of the Scrye spell.



The situation is truly dire if Howlers are out in the daytime.



The maid has been slain by rampaging Howlers.

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The door leads into a bathroom that contains a health pack. Opening the door to the bathroom triggers an attack by two Howlers, so move quickly. Get the health pack, run back to the bedroom, and run all the way to the second bedroom on the other side of the sitting room.

Jump on the bed in this room and get Joseph's notes. The Howlers can't get you if you stay on the bed. Pick them both off with either the pistol or the Ectoplasm spell before jumping down and returning to the hall.

Reload your pistol if you need to and return to the hallway. You hear more Howlers. Walk down the stairs and move carefully to the small alcove behind the staircase, under the landing.

Three Howlers here rend a maid's body. You should be able to handle them with your pistol and the Ectoplasm spell. However, a fighting retreat is usually a good idea in this situation. Keep pulling back and firing, going up the stairs if necessary.

Once the Howlers are dead, return to the alcove and examine the maid's body. On the floor next to her, you find a servant's key. Get this, then go back to the stairs. Face the front door, then turn left and head through the door in front of you. Go left in the hallway beyond and follow it to the end. There are two doors in the room here, but only the one at left opens. Head through it.

There are three doors out of this room. The one on your immediate right leads to a small, empty room. The second doorway on the right leads into a similar small room that holds a health pack. Get it, return to the main room, and go through the last door.



Jump on the bed to avoid the Howlers.



The Howlers under the stairs are tough, but you can handle them.



Retreating up the stairs helps you take out the Howlers without receiving too much damage.



Get the key from the floor next to the dead maid.

In the kitchen, a little investigation will reveal another health pack. Grab this, then go down the short staircase and talk to the maid. The door she is standing in front of leads out to the garden, but she no longer has the key. The maid who has the key is cleaning Count Keisinger's room, which is in another part of the house. She gives you the key to the east wing at the end of the conversation.

Retrace your steps out of the kitchen. As you approach the area where you found the first health pack, you will

encounter Lizbeth and a pair of Howlers. Lizbeth will throw a couple of rocks at you, then run off. Deal with the Howlers, then continue toward the main hallway. When you walk through the door into the hall, the door ahead and to the left of you springs open. Walk in and take a look around.

You see the ghost of Aaron looking frantically for something in the library. He finds it eventually and flips through a couple of pages before leaving it on the top of a very tall bookshelf. Remember this location—you can't get the book yet, but you may be able to later.

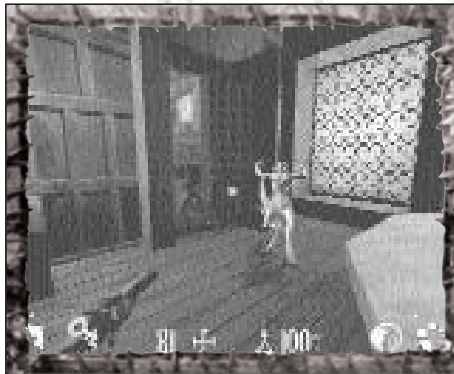
In this part of the house, all roads lead to the kitchen. You can follow either of the two paths in front of you. There are no items to find or creatures to kill until you reach the kitchen.



This health pack will prove useful eventually. It's a good idea to collect as many of these as possible.



The maid in the kitchen has good information for you. Too bad she doesn't have the garden key.



A very angry incarnation of Lizbeth will try to harm you before running away.



Aaron's ghost is still restless.

Chapter 6: The Walkthrough

Return to the hallway and follow it to the picture gallery. You encounter a pair of Howlers along the way, but they shouldn't be too difficult to kill. Aaron's ghost will appear as you walk through the picture gallery. Open the door at the far end and walk through to the central part of the house.



This room looks normal, but the Scrye spell reveals that not all is as it seems.



In the next hallway, turn right and go through the door in front of you (it's the only way you can go). This opens into a short hallway. A set of stairs to your left leads to a door. A second, short set leads down to a second door. Go here first.

A cleaning woman behind this door tells you that Bethany used this room as an office when Jeremiah went to fight in the war. Use your Scrye spell and look at the picture, then get Bethany's writings from the table next to the couch. Return to the hall outside.

As you walk out, you see the archway you came through on the left and a door on the right. You haven't been through the door. Go there next.

As you enter the hallway beyond this door, a pair of Howlers runs from an alcove to the right. Shoot them, then look next to the suit of armor to the left of the alcove. Aaron's note is here, and it's worth reading. Go to the alcove next. There's a door here—the only door in this room you can open. Do so, but be very careful.



Two Howlers attack from the alcove on the right.

You'll see another Howler in the distance gnawing on a body. Before you step in or shoot, look up. Four more Howlers cling to the ceiling, waiting to ambush you. Take them out as quickly as possible, starting with the closest above you. When all of the Howlers are gone, approach the body.

At the body, turn left. You see two doors ahead of you, one on the left and one up a short staircase to the right. Go up the stairs and through the door. It opens to a long hallway lined with curtains. Walk to the far end of the hallway and open the door.

There's a door across from you in this hallway. Go through it, into the playroom. Use your Scrye spell as soon as you walk in, and you will hear some rather disturbing events from the past. Before you leave, get the health pack and the playroom diary, located in the back. Return to the hallway and turn left.

Follow the hallway all the way around to the large double doors. A single Howler ambushes you when you turn the corner in the hallway. Go through and into the chapel area.

Descend the chapel stairs and continue in to the sanctuary. Go through the opening on your left and up the stairs just inside the chapel. At the top of the stairs, you spot a key on the rafters above you. Jump onto the railing to get the key. Then jump down and go into the small alcove at the top of the stairs.

Take the health pack from the table, then use the key you just found on the large cabinet in the back of the room. It reveals several ether traps as well as a box of ammunition for the pistol. Get everything.



Howlers cling to the ceiling of this room.



Go through the door at the end of this corridor.



The chapel sits at the bottom of the stairs.



Get the priest key from the rafters above the stairs.

Chapter 6: The Walkthrough

Now move quickly. Opening the closet alerts the Phantom Monks, who start to come for you. Jump down the stairs and run out of the chapel as quickly as possible. If you use your Scrye spell, you can see the monks. You can even kill them with a combination of your pistol and

the Ectoplasm spell, but more will appear. Return to the hallway outside the chapel to stop the Phantom Monks. Head back toward the playroom.

Back in the main hallway, walk forward. Go past the playroom and continue down the corridor. Tread carefully. As you walk past the playroom, cast Scrye, and immediately switch your active spell back to Ectoplasm. When you round the corner past the playroom, the lights will go out, and you will be assaulted by three Howlers—two from behind and one in front. Kill them with the pistol and Ectoplasm, then go to the end of the hall and through the door.

Get the health pack in the back corner of this room before heading out through the other door. There is a Howler immediately above you in the next room and another farther in, clinging to the ceiling. Kill both, then go through the door to your left. This short hall connects to a long, thin corridor leading to the right. The door on the immediate right in this corridor is locked, so ignore it for now. As you walk down the hall, one Howler attacks from the front and two more from behind.



The Phantom Monks appear as vague blue mist unless you use the Scrye spell.



With the spell, the Phantom Monks are much easier to avoid and kill.



If you can, retreat down the hallway so you can fight the Howlers in the light.



Things get hectic in this hallway. Be fast on the trigger to wipe out all three Howlers quickly.



When you are ready, go through the door on the right side of the corridor near the end (the second door on the right in this corridor). Two Howlers are eating someone in the next room. Drill them both and walk in. You will find some much-needed bullets just to the right of the door you enter.

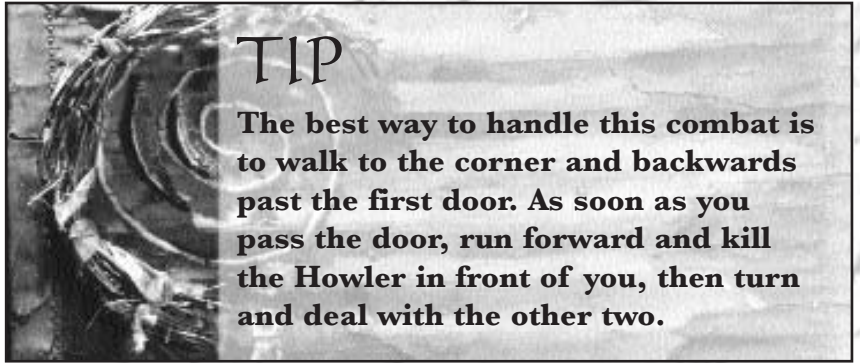
Walk past the body and through the door. Keep going through the next door as well. You'll come to a room with a large set of stairs leading up. Go up the stairs and through the door on the right at the top.

Immediately go through the opening to your right. In the next room, head up the short staircase, turn right, and go up the next staircase as well. Turn left in this hallway and take the first right to enter Keisinger's room.

Now things get fun. Walk over to the bed and get the journal. Read Keisinger's note. You discover that Count Keisinger may well be the cause of Jeremiah's troubles. When you are ready, open the door next to the bed. It will fly off its hinges and into the sky beyond. The area outside doesn't look normal. Brace yourself and step through the opening.

TIP

The best way to handle this combat is to walk to the corner and backwards past the first door. As soon as you pass the door, run forward and kill the Howler in front of you, then turn and deal with the other two.



Take these stairs up to the second floor. You are near Keisinger's room.



You've found Keisinger's room. Things are about to get very strange.



A whole new realm awaits through the door.

Another Realm

You step into a new world when you walk through the door next to Keisinger's bed. On the ground, you find a tome with some information on the history of this world, which appears to be called Oneiros. Walk toward the archway and go down the steps, which seem to be floating in mid-air.

At the bottom of the stairs, you're attacked by a new enemy: Scarrows. Scarrows are nasty creatures that look something like intelligent, upright squid. They attack with spells from a distance, then close in to rip you apart. Worse, they rise up from the ground, attack, then disappear.

Because you don't have a good weapon to use against them, your best tactic for now is to run.

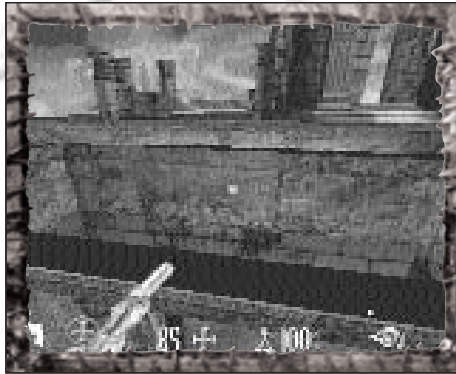
Go through the arch in front of you and run to the sarcophagus. Push the lid off. Walk up the lid like a ramp and look down. The sarcophagus is not only empty, it reveals a whole new area below it. Drop down.

Leap across the gaps to the room beyond. There will probably be a Scarrow or two in here. Avoid them by running into the room, turning right, and going through the door there. Take the staircase all the way to the bottom.

Walk forward at the bottom of the stairs. You'll encounter Keisinger for the first time. He'll threaten you, but you don't have the power to deal with him yet. Keep moving forward until you spot a large altar area with another free-floating staircase leading down to it. Run down the stairs.



Oneiros does not seem to follow normal physical laws.



Jump into the empty sarcophagus to continue exploring Oneiros.



Miss a jump, and it's a long fall into nothingness.



Keisinger makes his malevolent presence known in Oneiros.



Floating in the middle of the altar is a golden dragon head. Grab this and add a new weapon in your arsenal: the Tibetan war cannon. When you are ready, step into the middle of the altar. This will transport you back to Keisinger's room.

You reappear in the closet next to Keisinger's bed. The body of a maid lies on the floor. Next to her is the garden key. Get it, then walk around to the right to leave the room. As you approach the door, it slams shut, and Scarrows start appearing throughout the area. Run back toward the bed and duck into the fireplace. Crawl forward to the next room. Sneak out and stand just to the right of the fireplace. Grab the health pack on the mantle.

Scarrows will start appearing in this room as well. Fight your way through them to the door on the opposite side of the fireplace. It's a good idea to keep moving, because more Scarrows will appear as long as you remain in this room.

Run straight ahead, jogging to the right when

necessary, and go down the stairs you come to. At the bottom of the stairs, take the first left. Run through this room and into the opening on the far right side. Go through the door in this room and out into the hallway. You are back at the large staircase you climbed to reach Keisinger's room.

Unfortunately, your running isn't done. A Scarrow will likely appear just in front of you as you return to the stairs. Fight it if you wish, or just turn and run down the stairs.

The door at the bottom of the stairs won't open. Go around the stairs to the door on the other side of the room. Step out into the hallway. You've been here before. You step out through the door that was locked in the hallway where four Howlers attacked you. Go right, all the way to the end, and get the health pack off the table. There will be more Scarrows to deal with, but you should be able to avoid most of them. After you have the health pack, run back down the hallway to the alcove at the end and go through the door.



The Tibetan war cannon will prove to be a useful weapon for a long time.



The maid carrying the garden key was doomed when she was sent to Keisinger's room.



Scarrows will continue to dog you while you run for safety.

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Tons of Scarrows appear all around you. Move fast to avoid battle. In the next room, take a right and go through the door on the right wall. Take a left in the next room and go through the door back to the hallway. Go right and up the stairs in front of you. Take the first door on your right to return to the curtain-lined hallway.

Walk down the hallway and down the steps at the far end. The Scarrows probably won't appear in the curtain-lined hall, but they will appear again on the far side. Grab the health pack from the right side of the stairs, then go down the hall to the left, following it around to the right. Open the door at the end of the hall and go through.

Go down the steps at the end and head right. Go up the stairs here and into the next room. Continue up the set of wide spiral stairs to the top. Go through the door here, which leads back to the central part of the manor.

Follow the curved hallway around to the right and go up two short sets of steps in front of you. Don't try to get back to Lizbeth's office. Instead, veer to the right and head down the stairs in the next room.



Getting this health pack isn't necessary, but it's a good idea.



There are loads of Scarrows to dodge as you run through these halls.



After grabbing the health pack, run down the hallway.



Don't look back! You'll just see the Scarrows you've been sprinting past.



If you move quickly, the Scarrows won't have time to react to you.



You can take it easy for a few seconds now. You've managed to get past a large group of Scarrows, and they shouldn't harass you for a little while now. Walk across the room, get the ether trap next to the couch, and go out the door on the opposite side. Keep walking straight through the rooms until you find the one where Aaron floats above an amplifier. Go straight past him through the door on the opposite side.

Not long after you walk into the next room, you see a short cinematic sequence of the doors behind you being slammed and locked. When you regain control, three Scarrows will appear in the room with you. You need to kill all three before the door to the next room will open. The Tibetan war canon and your Ectoplasm spell should make short work of them.

Run straight at the mirror in front of you and jump into it. You will pass right through it into a small, hidden alcove. The Scarrows can't get you here, although they can shoot in. Get the health pack, then open the door here and enter the hidden room.

There is a large symbol on the floor of this room and seven sconces on the wall. Walk to each sconce and it will ignite automatically. When all of the sconces are lit, a scroll appears in the middle of the room. Get it, and you will learn to cast Dispel Magic. Walk back to the mirror and cast this spell on the shimmering barrier covering the doorway to your right.

When the barrier is down, jump through the doorway you just opened with the Dispel Magic spell. Run down the stairs and go through the door on the right wall. Take a sharp left and head through the door here. You'll need the servant's key to open it.



Jump straight into the mirror. Don't worry. It won't break.



If you try to get the amplifier, Aaron will knock you backward, possibly into the fireplace.



With the sconces lit, you learn a new spell.



Using the servant's key reveals a new corridor.

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In this long hallway, open the second and fourth doors to the right. The first of these hides a collection of silver bullets, which will be quite useful eventually. The second reveals a health pack and a box of bullets. When you have collected everything, go back to the door you used to enter this hallway and return to the room beyond.

Take a sharp left and run into the next room. You'll spot a dumbwaiter on the left wall. Jump up, then crouch and crawl into the dumbwaiter. It will automatically take you to the floor below. Crawl out, and you'll be back in the kitchen.

Move forward into the kitchen proper. Take the door to the right, which leads down to the garden door. Unfortunately, the maid who was here earlier has been turned into lunch by a couple of Howlers. Blast them, then enter the room they were feeding in. You're going to make a short detour before you head to the garden.

An archway leads to a foggy area. Ignore this for now. Instead, go through the door into the wine cellar. Kill another pair of Howlers here, then walk in and get the health pack. Open the door here and walk into an outdoor area.

You've located an area near the barn. Walk carefully toward the barn, and get ready to fight. The first of two Howlers will attack as you near the door. The second is in the far left stall eating a dead goat. There are also two health packs in here. Get them, then turn around and return to the wine cellar and back to the kitchen.

NOTE

If you wish to move on to the next area, you can skip this side hallway for now.



Use the dumbwaiter to return to the kitchen.



More Howlers. There seems to be an inexhaustible supply of them.



Howlers come running for the rich taste of goat.



Now that you have the key, go to the garden door when you are ready, and open it. Walk outside.

Turn right and follow the path until you encounter the groundskeeper. He'll come over to speak with you. He's the one who claims to have seen Lizbeth recently, near the family mausoleum. He tells you to avoid the standing stones, but agrees to unlock the gate for you so that you can investigate the grounds. Brace yourself and walk forward to investigate the Covenant family mausoleum.

The Mausoleum

You've reached the mausoleum. It seems safe enough, but this is where the mystery deepens and your quest really takes off. Start by walking to the fence around the mausoleum. Move left until you reach the gate.

Once you reach the gate, Lizbeth confronts you. She seems far too solid to be a ghost, but she's definitely both more *and* less than human. Her cape appears to be a pair of tattered wings, and her hands look more like talons or claws. She'll spit some curses at you, then turn and run.

To reach the inner grounds, continue to the left until you find a gap in the fence. You will have to walk all the way around the mausoleum. Keep walking, keeping the building to your right. You have to fight through about a half-dozen Howlers along the way, but they shouldn't be too tough for you. When you reach the front of the building, walk up the steps and head in.



Walk through the gates if you dare.



The Covenant family mausoleum is an imposing structure.



Lizbeth taunts you from the other side of the fence.



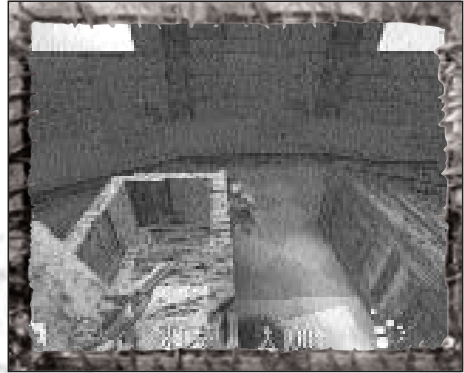
You reach the entrance to the mausoleum, at last.

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Once inside, look around. A box of bullets rests in an alcove to your right. You can only go up the stairs straight ahead of you. Keep your eyes trained up as you walk in, because there is a Howler on the ceiling above the two sarcophagi. Kill him, then walk up and look around.



If you aren't careful, this Howler will ambush you from above.



The top of the sarcophagus is the safest place to fight off the Howlers.

You've two tasks now. Walk around the sarcophagus on your left and flip the switch on the wall. This will release three more Howlers into the area. Now jump into this sarcophagus to obtain the Invoke spell, which will be useful very soon.

The sarcophagus is a good place from which to fight the Howlers, because they can't really get at you. Kill them, then jump down and go down the stairs. Veer right, to the open gate.

Two more Howlers await here. Kill them, get the amplifier, then move to the body the Howlers were standing over. A crypt has been knocked open. Walk in and crawl forward, dropping into the tunnels at the end.

Things get a little tricky here. Walk carefully down these foggy, dark tunnels. One Howler will attack from above. Use your Scrye spell to spot him early. You'll also need to keep an eye out for bats.



This man isn't one of Jeremiah's servants.



The Scrye spell will help you spot the Howler before it shreds you.

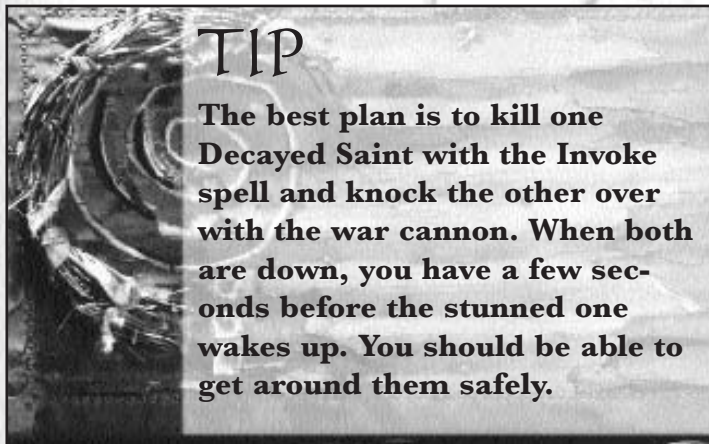


When the Howler is dead, start watching out for the Decayed Saints. There are two, and they are difficult to kill. Even a couple of blasts of the Tibetan war cannon will only sideline them temporarily. To eliminate them, you need to hit them with the Invoke spell you just learned. The problem is that Invoke takes all 100 points of mana you possess.

Follow the small passage at the end of the tunnels and crawl through. You return to the mausoleum, behind the gate you couldn't open from the outside. Grab the two health packs here, then examine the crypts. One is broken. Hit it a few times with your Ectoplasm spell or shoot it a couple of times to knock down its cover. When the door is gone, crawl into the tunnel that is revealed.



Those shuffling shapes ahead of you are deadly Decayed Saints.



TIP

The best plan is to kill one Decayed Saint with the Invoke spell and knock the other over with the war cannon. When both are down, you have a few seconds before the stunned one wakes up. You should be able to get around them safely.



Go back to the mausoleum, if only temporarily.

Once again, you'll face a pair of Decayed Saints. Get through them both, then climb the ladder at the end of the tunnel. Fortunately, this tunnel is quite short; you shouldn't have much problem getting through.

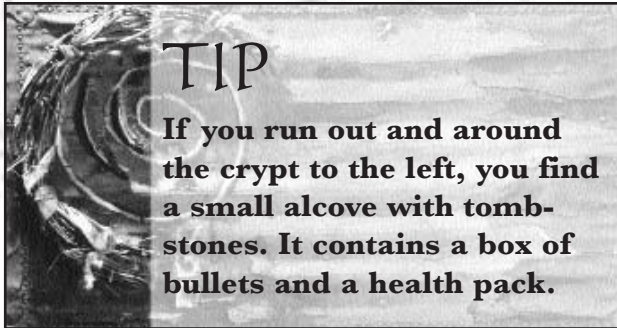
At the top of the ladder, you're back outside—good, if only because you no longer have to strain to see. Unfortunately, you climb out of a sarcophagus in the middle of a graveyard with a few angry Decayed Saints. Hit the one that appears right in front of you with the Invoke spell, then run out of the crypt area. Continue straight ahead



Things aren't much easier at the top of the ladder.

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until you spot the wharf. Run down and jump onto the boat. You'll sail off to the monastery, leaving the Decayed Saints behind you, at least for now.



Run to the boat to escape the Decayed Saints rising behind you.



Walk through the gap in the rocks to find the tower.

The Monastery

The path ahead is fraught with danger. Many enemies await, including some you haven't seen before.

When the boat docks, turn around and start walking. Walk directly under the small arch made of rocks and down the path. You run into a few Howlers along the way, but at this point they shouldn't be much of a problem for you. Near where you encounter the first Howlers, you'll find a body with a health pack next to it.

While you are standing over this body, look around. You should see the top of a large stone tower. Approach it cautiously, keeping an eye open for Howlers.

You will see a couple of Trsanti fighting Howlers. Let them fight and kill each other off. When the battle stops, move in and kill any survivors. You find several boxes of bullets on the ground, as well as a health pack.



The tower lies straight ahead between the hills.



Let the Trsanti kill off the Howlers, then move in and mop up.

and walk back toward the tower, taking the first path to the right that you can. This will lead you to a small farm controlled by the Trsanti.

You will see a short cinematic clip. When it is over, two Trsanti will be standing around. Move in carefully and kill them both. Both carry bullets, and one is holding the key to the tower. Get it and head back to the tower. Walk around and open the door, being very watchful for additional Howlers.

To the right, inside the tower, is a collection of items, including a new key

and the medallion mentioned in the writings you found next to the body outside. Get them all. Be ready to fend off a group of Howlers as you attempt to leave. Head back to the farm.

More Howlers must be dealt with at the farm. Kill them and walk toward the barn in the back. As you approach, the doors will fall, revealing additional Howlers gnawing on the bodies of fallen Trsanti.

Keep walking to the right of the tower. You come to an area where you can continue straight or veer off to the left. Go straight and find the body at the end of this short path. A book next to it is worth picking up and reading. Then turn around



Get this journal from the body near the tower.



Trsanti control this farm, but you need to get through to continue your quest.



With the tower key, you can gather a few important items from where you first encountered the Trsanti.



The tower contains a rich haul.

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Inside the barn, climb to the loft. A few more Howlers are here, as well as another body. Look outside. You'll spot a large open area with a complex of buildings beyond. Run up the fallen beam and jump across. With care, you should land on a window ledge on this far building. Drop down inside the building.

Walk toward the open doorway, but don't go through it unless you need the box of bullets in the back of this room. Instead, turn left and follow the hallway. You will encounter a single Trsanti warrior. He's a real prize. When you kill him, he'll drop a shotgun, giving you a powerful new weapon for your arsenal.

Continue around the corner and go through the second doorway to your left. Pick up the Molotov cocktails on the shelf, then go back to the hall and retrace your steps. Go through the first doorway on your right. A few Howlers attack, but they should fall quickly to your new shotgun. When they are dead, walk back through the door and into the area ahead of you. Take a left and a quick right and go up the stairs.



The barn is the next area to clear. There are plenty of Howlers here to deal with.



A careful jump takes you to this ruined complex.



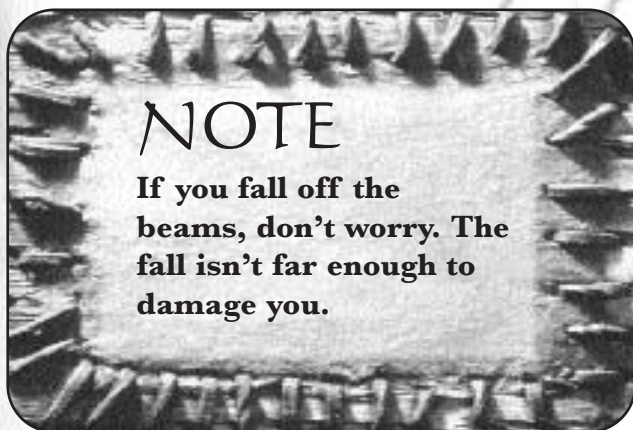
This Trsanti warrior drops a shotgun for you.



At the top of the stairs, look for the door. This is where you should head next.



At the top of the stairs, walk forward to the corner. When you look across the open area, you'll see a door in the side of the building. Keep this area in mind. You want to walk across the beams toward that door. There's an area you can reach only via the beams, and you need to get there. Move carefully, jumping from beam to beam, then drop down into this small alcove.



Drop into this alcove.

In the alcove, use the key you found in the tower to open the chest you find here. You find a new key—the trapdoor key. Armed with the new key, walk up the slanted beam and back to the area outside the alcove; it's the third right outside of the alcove. Go back to the stairs and go right, taking the stairs down to the basement.

In the basement, get the health pack from behind the cobwebs, then find the trapdoor on the ground. Open it with your new key and drop inside.

Be ready to move quickly. Arm yourself with the Tibetan war can-
non and the Invoke
spell while you slide

down the tunnel to the sewer. At the bottom, walk forward into the large tunnel and go left. Start running as fast as you can. Decayed Saints will start popping up around you. It's suicide to stand and fight them, but the Invoke spell will get rid of a couple of them as you run. Keep running straight until you see a deep pit in front of you.



Another set of stairs leads down.



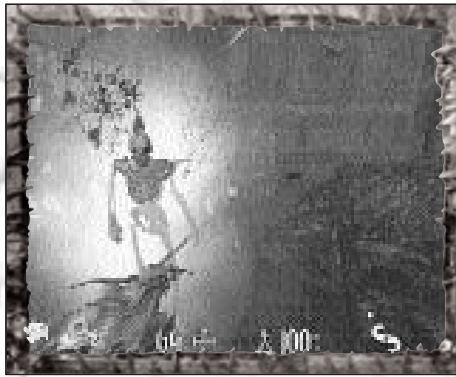
Open the trapdoor and drop into the hole.

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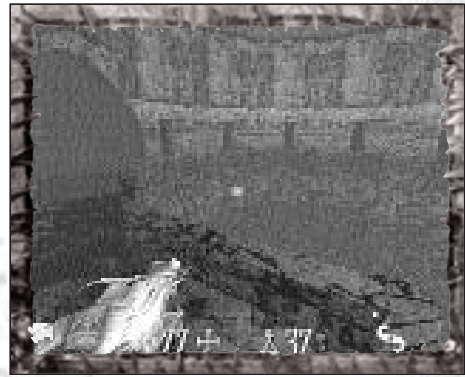
Dropping into the pit will kill you. Instead, go through the tunnel at left. Keep running, following the tunnel as it winds around. With only one path to follow, you can't get lost. Don't stop and fight, just run until you see daylight.

Drop down to the ground and walk, hugging the monastery on the right. Keep going until you see the stairs at right. Walk over to the stairs and look at the broken ground in front of you.

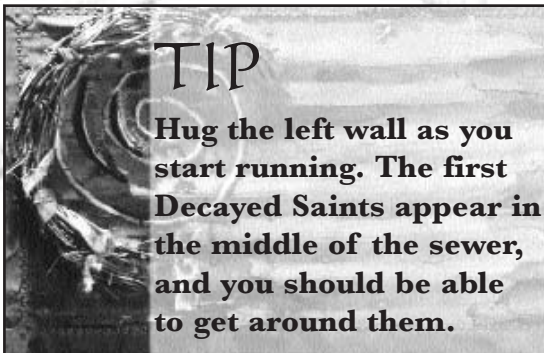
Walk onto the broken ground to the left of the stairs. You'll add a journal entry when you do. It suggests that, if you can find some form of explosive, you may be able to get into the rooms below the monastery. Finding something to blow apart these rocks is your new task. Walk up the stairs.



Be careful of the Decayed Saints who appear in the sewer. They come out fighting.

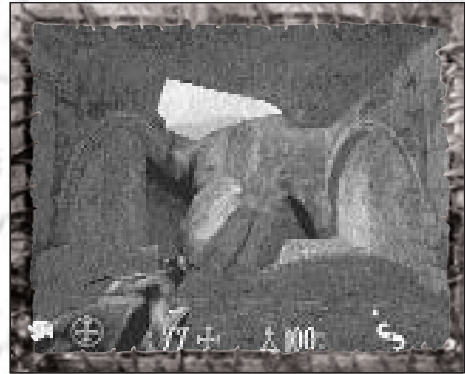


Go left at the pit and follow the hallway.



TIP

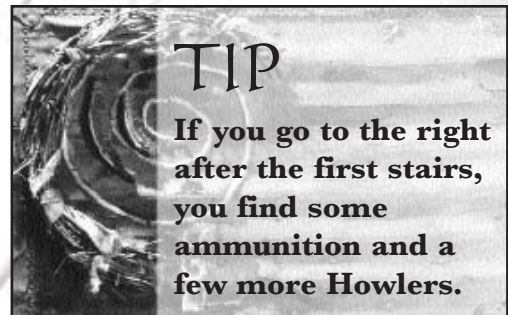
Hug the left wall as you start running. The first Decayed Saints appear in the middle of the sewer, and you should be able to get around them.



Run until you see daylight at the end of the tunnel.



These stairs lead up to the monastery grounds.



TIP

If you go to the right after the first stairs, you find some ammunition and a few more Howlers.

Head up the next set of stairs to your left to find a large, open area. Go left and start walking. To your right, you see another set of stairs, which you can avoid for now. Keep walking toward the body of the fallen Trsanti warrior in the distance. Four Howlers will jump to the wall in front of you and attack. Pull back and take them out with a combination of the Tibetan war cannon and your Ectoplasm spell. When they are all dead, get the shotgun shells from the body, then return to the stairs going up.

Back at the stairs, turn around. Three more Howlers come for you. When they are gone, use your Scrye spell near the stairs. You see a few ghostly Phantom Monks talking with each other. Unlike the monks you encountered in the chapel at Jeremiah's manor, you can't affect these ones, and they won't attack you anyway. Go up the stairs when you are ready, switching back to your Ectoplasm spell first.

These stairs lead to another set of stairs going up. Take them and look around. To your right, you see a dead Trsanti with a health pack lying next to him. To your left, two Howlers run toward you. Take out the two Howlers as quickly as possible. Get the health pack, then head back toward the stairs and turn right.

Walk up the long, grassy hill to the wall at the top. Once here, use your Scrye spell to spot a few more monks. Walk down the large open area to the end, where some fallen stones lead up to a higher platform. While you are standing here, another Howler will attack. Kill it, then jump up the stones to the next platform and walk forward.



The Howlers don't want you to investigate this body.



Ghostly Phantom Monks inhabit these ruins in several places.



More Howlers! It seems there's no end to them.



This final Howler guards the entrance to the main part of the monastery.

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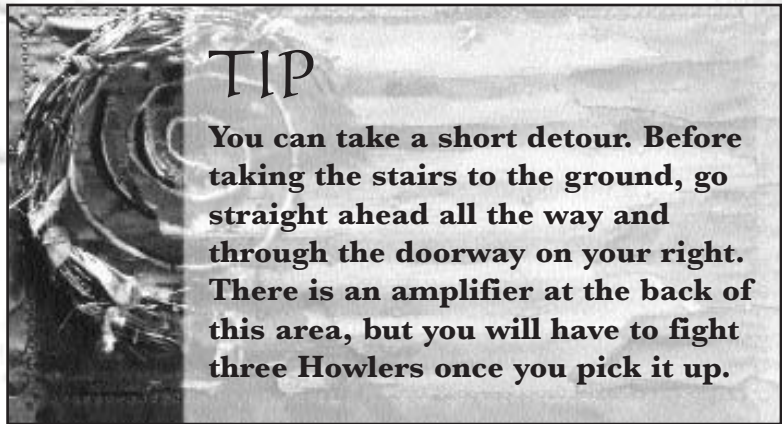
Walk forward and look left for the stairs. Take them down to the ground and continue forward. Go straight ahead through the doorway in front of you and prepare your Invoke spell.

To the left, you see a Decayed Saint guarding a health pack. Pick up the health pack, and the Decayed Saint will start to rise. Hit it with Invoke, then wait a few moments until you can cast your Scrye spell. You'll see a ghostly Howler attack a Phantom Monk, possibly the monk who left the Decayed Saint you just eliminated.

When you leave, look around you. Lizbeth is standing on a ledge above you, laughing and launching missiles at you. There's no way to defeat her now, so don't try. Instead, go back through the doorway, turn right immediately and take the stairs down.

At the bottom of the stairs, you find a long staircase to your left. Take it up to the next floor. Go left to a large room with a body in the far corner. Approach the body and get the health pack, which triggers another two Howlers. Kill them, then walk back to the stairs. Turn left and follow the corridor until you see another staircase going up.

More Howlers lurk at the top of these stairs. Move up and look into the second room on your right to find another dead body and another health pack. Continue through the main hallway, fighting off



TIP

You can take a short detour. Before taking the stairs to the ground, go straight ahead all the way and through the doorway on your right. There is an amplifier at the back of this area, but you will have to fight three Howlers once you pick it up.



Head to the doorway across the grounds.



As soon as this Decayed Saint starts to rise, hit it with your Invoke spell.



You can't defeat Lizbeth yet.



a third Howler. Use Scrye in the large area to see a few more monks talking among themselves.

Go through the last doorway on the left and walk carefully around the beams. At the far end, you see the body of a Trsanti warrior with a bunch of dynamite on the ground in front of him. Get the dynamite and drop down through the window next to the warrior. Turn right and walk back to the area outside the monastery.

You need to retrace your steps back to the broken floor, but you've landed close to it. Walk back down the grassy hill and the four sets of stairs to reach the broken floor. Use your dynamite on the rocks. When the smoke clears, drop down into the catacombs. Watch out for Howlers near the broken floor.



This room harbors a health pack and more Howlers.



More Howlers wait at the top of the stairs.



In the large open area, you can see more monks by using your Scrye spell.



Get the dynamite. You now have a way to blast through that broken floor you found outside the monastery.



Dynamite the rocks to reach the next area.

The Catacombs

Down in the catacombs, walk forward a couple of paces and turn to your right to see a staircase with a door at the top. You can't get through that door, but you can get the health pack from under the stairs. Once you have it, go back to where you entered and head toward the arch in the distance.



Walk toward the distant arch in the catacombs.



Kill this Decayed Saint and get a health pack.

Go straight until you bump into the wall in front of you. Open the door on your right and get your Invoke spell ready. In this room, get the health pack from the chest in the back right, then turn and kill the Decayed Saint that rises behind you.

Step back into the hall and use your Scrye spell to see a monk walking down the catacomb hallways. Turn left, facing the way you came in, and take a couple of steps forward. Take another left and follow this hallway around, past the door standing ajar. Keep following the hallway into an open room.

When you walk into this room, you will see a cutscene featuring a couple of Howlers. Run in and get the Molotov cocktail and dynamite from the crates near you. Kill the two Howlers, which are much tougher than normal.

At the top of the ladder, move carefully and use your Scrye spell. You will see some bloody footprints on a few of the boards. Follow them, stepping exactly where they are. If you step on the other boards, they will fall, depositing you in the room below, right in the middle of the Howlers.



Step into this room to get a few useful items.



Follow the footsteps exactly to the other side.



It's hard to see, but there is a switch above the body lying at the far end of the room. Hit the switch, and a secret passage will open in front of you. Crawl through, getting the amplifier on the way, and drop into the hallway on the far side. Walk forward, ignoring the first path to the right.

At the end of the tunnel, drop onto the crate below. Use your Scrye spell for a particularly grisly sight. The walls are covered in bloody handprints, and the message "Be ever vigilant or the Undying King will walk the Earth once again" appears on the wall next to you. Brace yourself, then step off the crate and into the hallway outside this room.



The switch opens a secret passage.



The Scrye spell reveals this horrifying message.

NOTE

If you go up the stairs ahead of you, you'll return to the room where you fought the Howlers and followed the bloody footprints.

When you step outside, go around to the right and watch for Howlers. There will be about half a dozen of them in the area. The ammunition on the crate in the room you dropped into is shotgun ammo, so this is a good weapon to use to clear out the Howlers. Continue walking and killing Howlers until you spot a large hole in the floor. You can go into a couple of the rooms near here, one of which holds bullets in a crate.

Walk past the hole on the left side until the hallway ends. There are three doors here. You can't open the left or right ones, so go through the door in front of you.

Move quickly in this next section and follow the path carefully. If you don't, you wind up in combat with Howlers and endless Decayed Saints, with very few



Falling into the hole on the other side of the fallen stones is fatal.

Chapter 6: The Walkthrough

items to show for your effort. Walk up the steps in front of you. At the top, a few Howlers will drop toward you. Avoid them by running down the stairs to your right.

Jump up the broken stone slabs in front of you to get to the next level, then walk up the stairs on your left. At the top of these stairs, you can use Scrye to spot a monk walking toward you. Get your favorite weapon and your Ectoplasm spell ready and head down the hallway to the stairs.

Do this as quickly as possible: kill the Howlers you see, then run up the stairs and through the hall at the top. Howlers will keep coming at you until you reach the room at the back, so speed is of the essence.

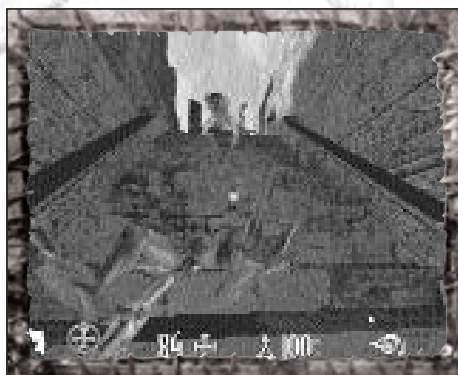
Once in this room, get the book off the back shelf and open the chest to your left. It reveals the Time Incantation spell and the silver key, both of which you need. Turn around and head back down the stairs, down the broken slabs and up the stairs beyond.

Now move very quickly if you hope to survive. The Howlers you triggered going down this staircase are still here and ready to fight. Kill them, then take a breath and heal yourself if you need to. Start running down the hallway as fast as you can. There's only one path to follow.

As you run, you'll see a wall explode out toward you, and Decayed Saints will start coming out of a hidden alcove. Run past it rather than fight. There are too many Decayed Saints in this area to deal with easily.



Don't bother fighting these Howlers. Run down the stairs at right to avoid them.



Move quickly or be buried in Howlers.



Get everything from this back room. You especially need the key and the spell.



When you see this wall explode, start running for all you are worth.



Keep running down the stairs ahead of you. More Decayed Saints will appear on the ground in front of you. Run past them—they aren't worth fighting. Keep straight until you see a door with a keyhole to your right. Open this with the silver key and go through, exiting this dangerous area.

Walk up the stairs and through the wide halls of the next area, paying attention to the space above you. Some alcoves near the ceiling contain Howlers. Try to attract them so you can eliminate them one at a time. Keep going until you see stairs leading down to a room filled with large wine casks.

Walk down to this room and collect the health pack from the back wall. Walk near the ammunition, and a Howler will burst out of a cask. Slaughter it, get the ammunition, and walk out the open doorway across from the cask.

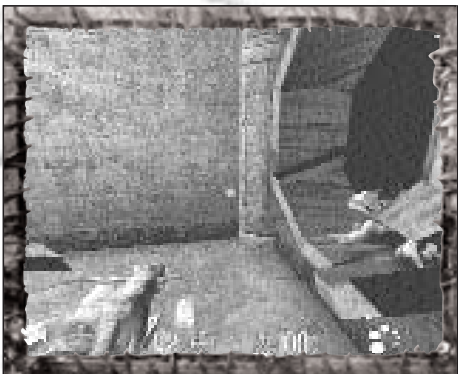
Take an immediate left into a room with large staircases leading up. Take down the Howlers to the right and go up the stairs. Use Scrye before going up the stairs, and you see an Abbot walking to the door below the stairs. You need the gold key to get through this door.



Run past the Decayed Saints and through this door to the right.



Follow the corridor to this room at the end.



As you approach this wine cask, a Howler bursts out to attack.



You need the gold key to open the door below the stairs. For now, head up the stairs.



Turn this wheel to start opening the staircase outside.

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At the top of the stairs are two doors and more stairs. The stairs are blocked, and the right door is locked. Go in the left door, which is broken, and turn the wheel on the wall. You'll hear something slide open. When you return to the hall, the stairs on your left are partly unblocked. You can't get through yet, though. Go back down the stairs and into the hallway. Turn left and go through the door at the end.

Follow this corridor until you see a Trsanti. He is killed by spears fired from the wall in front of him. Walk forward and use your Scrye spell.

Your Scrye spell will reveal that some floor tiles have a reddish-purple color. These are traps. Stepping on one fires a huge spear from the wall on the opposite end of the corridor. Move through the hall, avoiding these tiles. At the far end, turn left and go to the end of the corridor and through the door on the right.



The death of the Trsanti warrior should be a warning to you.



Avoid the colored tiles to stay safe from spears.

Once again, you need to move quickly and avoid combat to survive. The next area is rife with Decayed Saints; only by getting through as quickly as possible can you avoid being slaughtered.

Head down the slope to your left and through the cobwebs. Go right at the bottom and run forward, taking the second left. (It's very dark. Your Scrye spell will help you spot the turn.) Run down this hall until you spot a cobwebbed arch to your left, and turn right. Run up the slanted path here to the room above. If you move quickly, you should avoid all or most of the Decayed Saints.

Jump up the fallen stones in front of you to get to the floor above. Walk



It's easy to get lost in this very dark area. Use Scrye to help light your path.



This Howler ambush is serious if you aren't prepared for it.



past the hole in the ground and go up the stairs, getting the health pack from the alcove by the steps. As you mount the stairs, three Howlers attack. When they are dead, continue all the way up the stairs to the top.

Walk into the next room and get the health pack, then continue around the wall into the next area. Use your Scrye spell, and you see a monk fiddling with a switch on the wall ahead of you. Go up and hit the switch.

Get the phosphorous shells from the ledge here, then check out the safe you just opened. It contains the monastery key and the Mercury Flask, both of which you need. Get them, then walk back down the stairs all the way to the bottom. Slide down the fallen beam in the hole in front of you—you will have to crouch to get all the way down.

Walk down the hallway. A room on your right has shotgun shells if you need them, but you should concentrate on walking down the hall. After a few paces, Lizbeth will appear in a cutscene, calling you an interloper. When she is done, she runs off, releasing a couple of Howlers at you. Kill them and follow Lizbeth.

Walk forward until you find a door with a keyhole. Open it with the monastery key you just found and keep going straight through the narrow hallway. Check for items in small side rooms as you come to them. You must fight through four or five Howlers as well. You should come out of this with two health packs.



Watch the monk flip this switch, then repeat his action.



These items in the safe are critical.



Lizbeth isn't happy with your presence here.



The monastery key you just found proves handy.

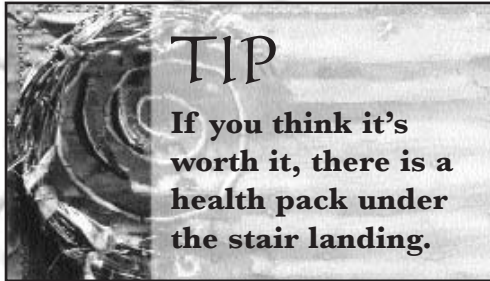
Chapter 6: The Walkthrough

When you see a lighted area at the end of a hallway, walk toward it. Drop into the room below you. As soon as you hit the ground, very powerful Howlers start appearing. There's no reason to fight them. Run up the stairs to your left and go through the door at the top.

You've gone all this way to find the room with the second large wheel—you were outside this room earlier when you turned the first wheel, but you couldn't get through this door. Spin the wheel, which will completely open up the staircase outside, and go through the door. Take a right up the steps to go back outside.

Outside, walk around to the right and up the staircase for a health pack. Go back downstairs and use Scrye on the altar. You see some monks performing a ceremony. When they are done, turn around and drop to the ground outside.

A small lake with three pedestals is in front of you. Walk up to each pedestal and examine it. You need to place three items from your inventory on the pedestals to activate the magic. Place the Sun Medallion on the sun logo, the Mercury Flask on the moon logo, and the Time Incantation on the picture of the piece of paper.

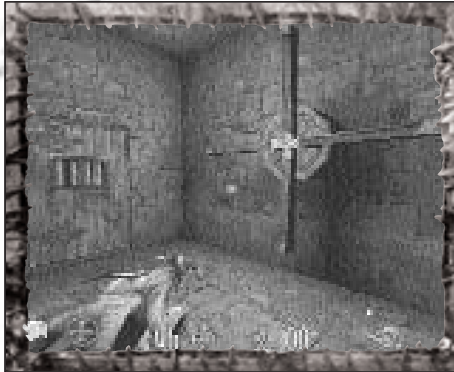


TIP

If you think it's worth it, there is a health pack under the stair landing.



Drop and hit the ground running. Head up the stairs.



Spin this wheel, then go out to the exterior of the monastery.



These monks are doing something at this altar. You need to find out what it is.



Place the items in their proper places.



The scene shifts slightly. In the lake, you see a very different reflection of the monastery—no longer in ruins, and in the middle of winter. Walk forward into the lake, and be transported through time to the monastery's past.

Time Traveling

You have traveled back through time to when the monastery was whole. Unfortunately, it's also winter and it's snowing. Walk forward out of the lake and toward the structure, first taking the health packs from the pedestals where you placed the Time Incantation and the Sun Medallion.

Go around to the right, keeping the monastery on your left.

Keep going, taking out the monk by the fire. Stick close to the wall so you don't draw the attention of the crossbow-firing monks on the walls above you. You eventually come to the body of a monk with a book next to him. Get it and read it for some information about the Scythe of the Celt.



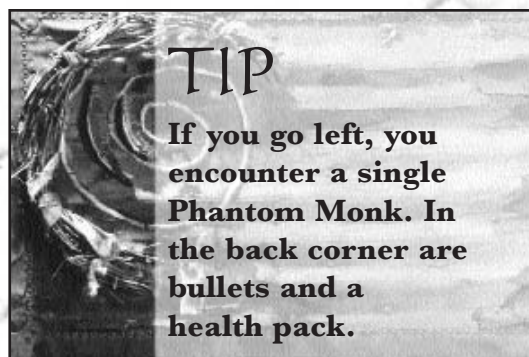
The monastery is whole again!



This book holds valuable information about what is going on at the monastery.

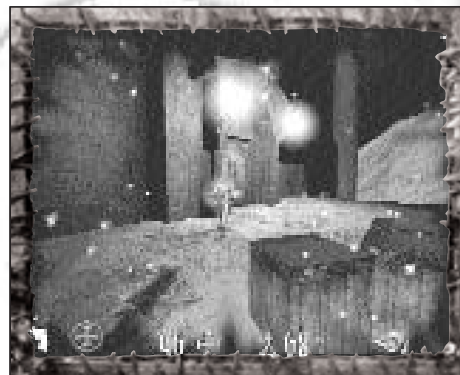


The Time Incantation spell you learned about near the Trsanti farm works!



TIP

If you go left, you encounter a single Phantom Monk. In the back corner are bullets and a health pack.



Knock out the monk before continuing around the monastery.

Chapter 6: The Walkthrough

Keep going around the outside of the monastery. You hear a commotion ahead of you. Move up and see a monk pounding on a door to be let in. Shoot him a couple of times, then take out the monk with the crossbow who jumps over the wall. You find a box of bullets and two health packs in the area.

Follow the wall down the slope and keep going. Stick close to the wall to keep from being spotted by monks with crossbows. When you can't go farther, you'll see an arch to your left. Kill the monk beyond it and move in toward the fire.

At left, in the distance, are a couple of health packs worth getting. Run to them to avoid the monks on the wall above you, then run back to the fire and go left.

You should recognize this area—it's where you first came up in the present-day monastery. Go all the way up the stairs and through the archway. Continue up the slope (it was a grassy hill earlier, but it's snow-covered now) and onto the wall.

Run left all the way to the end, still mindful of monks with

crossbows above you. You'll face one more Phantom Monk on the ground before you find the stairs at the wall's end. In the present day, these stairs were rubble that you had to jump up. Run to the door at the top and go through.

Move fast here, getting a few items from the interior of the monastery before you head into the main area. Walk straight ahead until you see a door on your right. Go in and up the stairs beyond.



Blast past this monk and onto the monastery grounds.



This arch was broken and destroyed the last time you saw it.



TIP

If you go down the steps to the right instead of up, you find an angry monk and a health pack. There are also bullets on the ground outside the arch.



These stairs were destroyed the last time you saw them. This monk wasn't here the last time, either.



This monk is alone and shouldn't be too much of a problem.



Go around the corner at the top of the stairs and into the open room straight ahead of you. Get the book off the table, then go back into the hallway. The next four doors (two on each side) are locked. Shoot the monk in the hallway and follow the corridor around the bend.

You have three possible paths. Take the leftmost first, and head into the room. A monk prays with his back to you. Blast him, then get the book and the small bag from the table. The bag contains something called Powder of the Siren, which obscures its victim's vision. Return to the hallway and take the stairs to your left down to the next floor.

There's a single monk in this area, and only one way to go. Follow the rooms around until you come to a small altar. Get the amplifier from it, then go back up the stairs and bear to the left. You come to a hallway with a fireplace on the left side. The first door on your right is locked, but the second is open and reveals a pair of health packs. Two monks in the area spot you and attack. Kill them and return to the hallway, heading right.

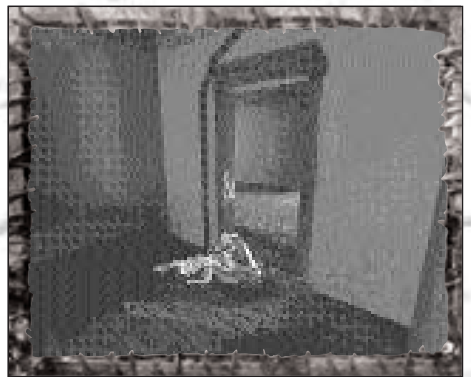
The rest of the doors in this hall are locked, so ignore them. Continue until you find the stairs leading down at the end of the hall. You have a choice—you can veer to the right or take another set of stairs down. First, go right and into the next room. Kill the two monks here, get the amplifier off the table and head back.



Drop this monk and get the items from the table before leaving.



This amplifier is worth having.



The monks can't stand up to close-range shotgun blasts.

TIP

You can score a major haul with a little work before going outside. Instead of going out the door to your right, walk down the stairs on your left and up the next staircase. At the top of these stairs, move into the room on your right and flip the switch on the left wall. You'll hear water draining away. Go back to the staircase and up the stairs in front of you. Run all the way to the room at the top. There's a high bookshelf at the back of the room here with a book on top of it. Flip the book, then run all the way down the staircases to the very bottom. You will be in a room with a now-emptied water trough. Explore the small opened area at the back to find a ton of ammunition and a mana well!



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Now take the stairs down to the next floor, and go out the door to your immediate right.

You'll be back outside temporarily. Run up the stairs and go through the door to your left at the top. The room you enter is the one where you first saw Lizbeth in the ruined monastery. Run straight through the room to the door on the opposite side and back outside.

Get a good weapon ready before you open the next door. Two monks inside are ready for you. Blast through them and take a look around. You are in a room that appears to be used for transcribing. Head for the far side of the room and go up the stairs into the hallway beyond.

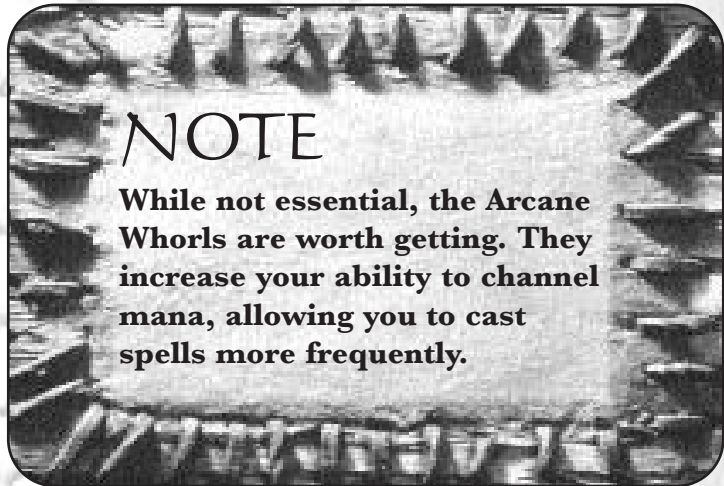
Take a right in the hallway and enter a very small room, very briefly. Get the Arcane Whorls from the altar at the back of this room, then turn around, go back past the stairs you climbed, and up another set of stairs. Enter the door straight ahead.

A monk with a crossbow waits, and he's ready. A combination shotgun blast and Ectoplasm will handle him easily. Go through the door beyond him and into the next room.

A spiral staircase in front of you leads both up and down. Go down first and get the amplifier. Then take the stairs up. Keep taking the stairs up until you find a ladder leading outside. Climb it and turn around. There's an Abbot here—a much more powerful Phantom Monk who attacks with spells. Drop him with your shotgun and Ectoplasm spell, and get the abbot key that he drops. Go back down the stairs to where you killed the monk with the crossbow and leave this area.



Two monks in close quarters are a difficult proposition.



NOTE

While not essential, the Arcane Whorls are worth getting. They increase your ability to channel mana, allowing you to cast spells more frequently.



This monk attacks quickly and accurately. Good thing you've a lot of health packs.



The Abbot is very tough to kill.



Go down the stairs and to the right, back into the transcription room. Get down to the main floor and take the wide staircase down to the next level. Make a right at the end and walk to the door in front of you. Get your weapon ready and open the door to the courtyard.

Several monks await. Take down the one in front of you and run straight ahead to the distant door. Pass to the left of the well and run to this small doorway. You can't get in, but you will find two health packs and two boxes of bullets in the doorway, all worth having.

Follow the wall of the monastery and take the first set of stairs you come to.

There will be a door to your left—remember its location, but don't go through yet. Instead, head right and take the first left you find, taking out the monks you see. On the ground in this area, you will find three more health packs. Get them and return to the door you passed up.



Blast through these monks to get to the goods at the far end.



This door leads back out into the courtyard.



You killed the Abbot at the top of the tower to get the key to open this door.

You have entered what appears to be a library. Go in and take a left into the next room, which is a continuation of the library. Go right through the next doorway and into the room beyond. The door in front of you can be unlocked with the abbot key.

Run up the steps here to the next floor. You find a nice room with more bookshelves, another fireplace, and a stained glass window. Go right through the open doorway and into the next room. In the room beyond this one, another Abbot awaits. Kill him, and get the gold key from his bed and the health pack from the floor near a bookshelf.



This Abbot guards the gold key, which would have been useful back in the catacombs. Chances are you'll be able to use it eventually.

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When you pick up the key, you hear the sound of breaking glass in the room outside. Go back, and you see that the stained glass window has been shattered. Apparently, someone or something threw the body of a monk through the window into this room. Jump onto the window ledge outside.

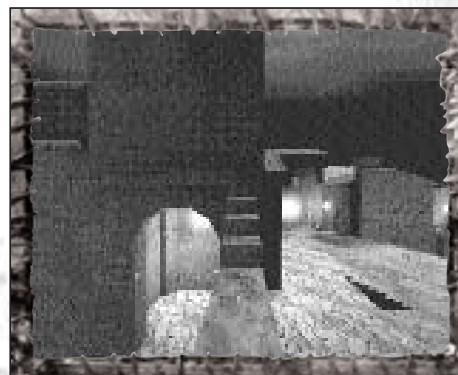
Walk the ledge carefully, because it can get very narrow. Veer left and walk onto the narrow ledge to your right. Jump up what looks like a staircase to the higher ledge beyond. You draw fire from some crossbow-wielding monks, so move quickly.

Walk around the corner to your right and go up the angled roof, past the stained glass window on your left, and down the other angled part of the roof. At the end of this, jump left onto the larger, flat roof section.

Ahead, to your left, you see a few wide, angled roofs. Run toward them. You need to get onto the higher of these two roofs, which you can do by using the stones to your left as a staircase. Jump up, then head toward the roof with the chimney and jump onto that roof.



The window has been shattered by the broken body of this monk.



This unique formation in the ledge acts as a sort of staircase for you.



At least here there is no danger of falling.



You need to get onto the higher roof to your left.



Jump to the roof ahead of you.

Now you need to get on top of the chimney. From here, jump onto the next higher roof and look for the steeple in the distance. Head toward it.



Run toward the steeple, but don't fall off the roof.

One of the stained glass panels is missing in this steeple. Use the chimney near it to get inside, then drop into the opening in the floor to reach the church area.

You land in a small room with a doorway leading out. A monk will attack almost immediately. Kill him and leave the room, taking the short staircase down. Take the two health packs on the floor here and run forward to the next doorway.



Dropping into a dark hole isn't always a good idea, but you don't have anywhere else to go.

Take the spiral staircase down and look right to see another monk. Kill

him, get the health pack from under the stairs, and walk out into the sanctuary area.

Walk straight ahead to the far wall and turn right. There's a staircase leading up here with a Phantom Monk at the top. Kill him and collect the two boxes of bullets and health pack in this small alcove. Next, head back down the stairs and toward the doorway where you entered the sanctuary. Turn left and walk toward the main part of the church.

Remember that scene you saw of the Abbot and the monks at the altar? Here it is in real life. Move forward and kill all three, starting with the Abbot in the center. The raised platform to the right is a good perch, because the monks will have a little trouble getting to you.

CAUTION

This is a very tough jump. You need a running start to make it. If you miss, turn back and use the stones to get back up to try again. You won't get hurt if you fall.



Past the dead monk, you find a few health packs.

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On the top of the altar is the Scythe of the Celt, but you can't quite reach it. Go up the stairs to the right of the altar and get the amplifier. Flip the switch on the wall to drop the barrier around the altar, then go back down the stairs. Jump up onto the altar and grab the Scythe. When you do, you will see a disturbing cinematic sequence. Huge, green bolts of lightning and fire start destroying the stained glass of the sanctuary and killing the monks. You realize that discretion is the better part of valor, and with the Scythe in hand, you leap through the stained glass.

You reappear outside the sanctuary of the monastery. You have returned to the present, wielding the Scythe of the Celt.



Drill this monk before you head into the main part of the church.



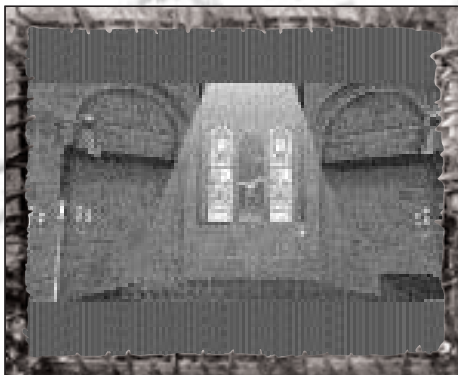
Take down all three of these characters before you go look at the altar.



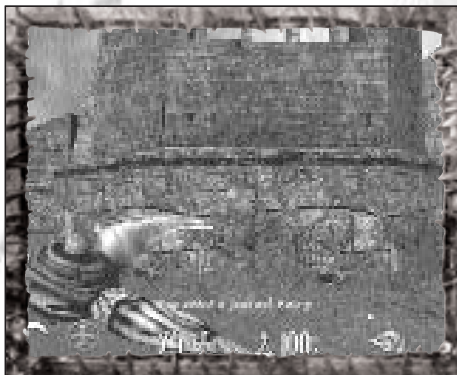
There it is: the Scythe of the Celt.



Once you grab it, a terrible calamity befalls the denizens of the monastery.



You beat a hasty retreat out of the sanctuary.



You have added a powerful new weapon to your arsenal.



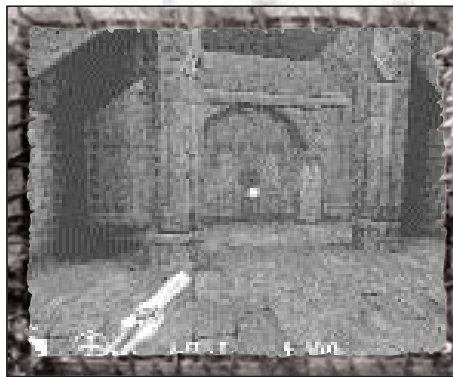
Walk to the left until you find the fallen stone. Use it to jump back up to the altar area. Run straight past the altar and get the health pack off the ledge on the far side of this area. Then walk back to the stairs leading down to the catacombs and go down.

Return to the Catacombs

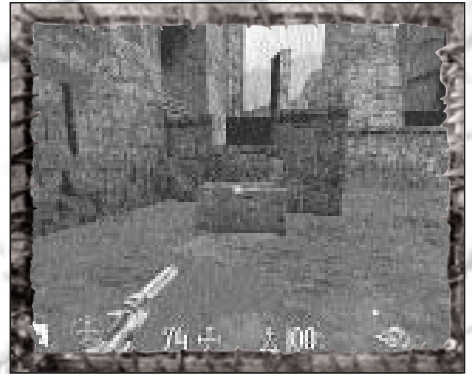
You have accomplished some major tasks, but there is still much to be done. Your return from the past has left you stronger, with more items and a greater ability to cast spells. You've also got a new weapon. You'll need all of this.

You should recognize where you are. On either side of you are the small rooms with the large wheels you turned before you went back to the past. Walk down either of the staircases in front of you and go to the door under the staircase. You have the gold key now, so open the door and go through.

As you walk forward, the torches in front of you blow out, leaving you in the dark. Use Scrye to light your way. The path to the left is blocked, so head down the long, spiraling staircase to the right. It ends in a large chamber, and you hear Howlers in the distance.



Forge ahead through this door with the gold key.



Use this stone to get back up to the altar area.



The dark staircase opens into this wide cavern.

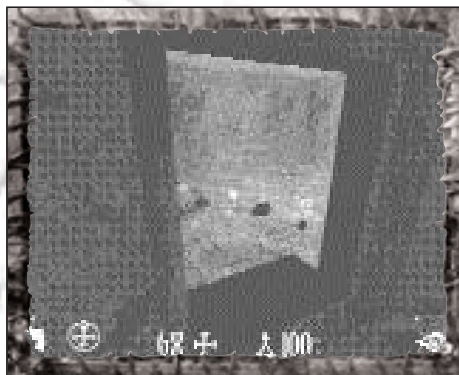
Before you leave the stairs, look to the right. Another staircase leads back up here, presumably back to the blocked section where the torches blew out. Go up these stairs and stop by the lit candles. One of them is a trigger that will lower the wall directly across from the candles. Run in and get the amplifier, shotgun shells, bullets, and health pack, then head back down the stairs to the large cavern.

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Now things get tricky. You need to get through the large cavern, but as soon as you set foot on the ground below the stairs, you trigger a massive onslaught of Howlers. Before you start, look ahead of you and see the dead Trsanti on top of the slanted pillar. Run around this pillar to the left and use the broken stones to jump up to where the fallen Trsanti is. Get the lost Trsanti note from his corpse and read it.

Now look down. The floor is crawling with Howlers. Start shooting, but be warned: They are capable of jumping up to your perch and hitting you. When all of the Howlers are dead, drop back down to the ground. Get the health pack from under a fallen pillar before moving on. Stop when you see passages heading off to the right and left ahead of you.

You can take either door—both lead to the same location. Walk ahead to an area where fallen stones litter the ground. Rats run through this room from right to left. Jump over the rats and go straight ahead to the next hallway.



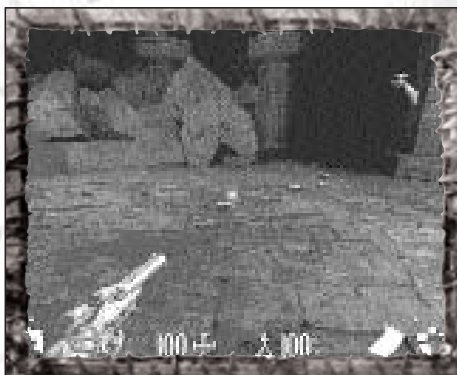
This hidden chamber holds valuable goods.




This Trsanti may be dead, but he's left you some information.



Accurate pistol shooting keeps the Howlers from attacking your position.



Watch for this horde of rats.



TIP

You can skip the next section. Instead of walking forward, turn left toward where the rats are headed. As you walk through the passage, you will encounter Lizbeth. This route is quicker, but you won't get the mana well.

Run quickly through this hall. If you hesitate, a massive rockslide crushes you, killing you instantly. Walk forward until you hear the collapse behind you, then continue down the stairs in front of you.

Be alert, because the next area is extremely dangerous. Walk forward, keeping a close eye above you. Howlers attack by crashing through the ceiling at you. Continue fighting forward until you spot a pool of water to your left—hug the left wall as you walk to make sure you don't miss it. Head up the stairs near this pool to the floor above.

At the top of the stairs, you can go either left or straight. This area is essentially a large circle, so pick a direction, killing any Howlers you come across. On the far side, you find a door. Go through to the strange room inside.

Two Howlers feast on a corpse in the area ahead. Kill them. As you approach, you step on a trigger that seals you in this small room. With the Howlers dead, take a minute to

look around. What you see is a square room with strange symbols on the walls. A large pedestal sits in the center of the room. Jump on top of it.

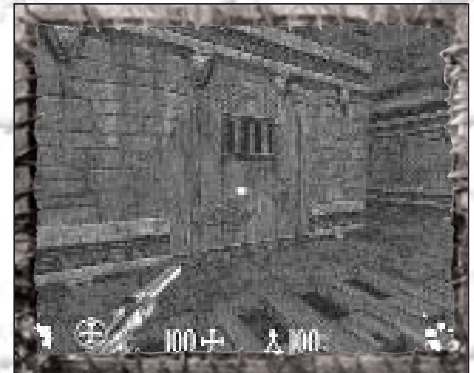
Follow the next steps exactly, or you wind up in a very nasty acid bath. Look down at the pedestal. There are symbols on three sides. Look at the wall beyond the leftmost symbol (it looks like a colon and a 9). Arm yourself with the pistol and shoot the lowest symbol on the wall (it looks like the symbol on the pedestal upside down). This causes the pedestal to rise.



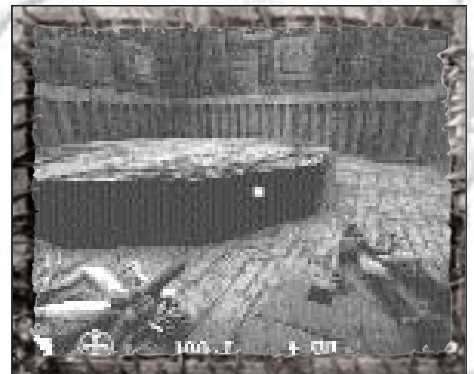
The rockslide has trapped you. You will need to find your way back out.



Expect to be attacked by many Howlers as you move through this area.



Look for this door as you wander around on the top floor.



Jump on the pedestal once the Howlers are dead.

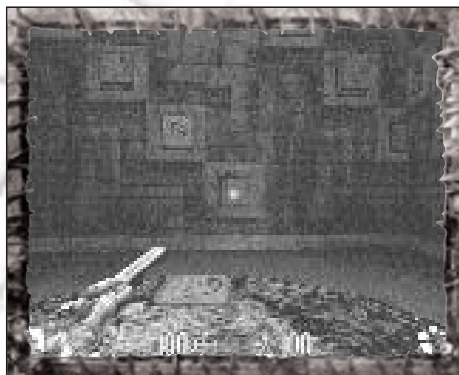
Chapter 6: The Walkthrough

Turn around to the opposite wall. Again, shoot the lowest symbol, which looks sort of like a stalk of wheat. Again, the pedestal rises. Turn left and shoot the leftmost symbol on this wall—it's brown and looks like a stylized eye. Again, the pedestal rises.

Facing the same wall, look at the row of symbols on the right. Shoot the middle one to make the pedestal rise again. Turn right and shoot the button in the top left corner, then turn around and shoot the button in the top left of this wall.

With all of this done, you find yourself in a small chamber with an amplifier and the mana well. Get them and jump back onto the pedestal, which drops all the way back down to the ground.

Once the pedestal is back on the ground, more Howlers attack. Take them out and go back down the stairs to the area below. Walk past the pool and go left. Follow this hallway, fighting your way through the Howlers until you find a set of stairs leading up. At the top of the stairs, push the trigger. You return to the area with the horde of mice. Walk straight ahead.



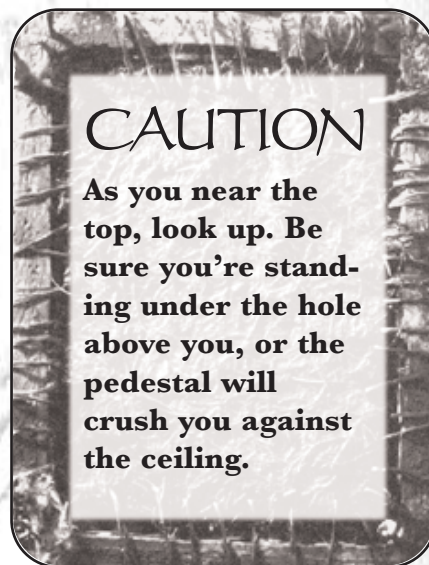
Shoot the lowest symbol on this wall first.



There's the mana well, next to the amplifier.



Shoot this symbol third.



Flip the trigger here to return to the main catacombs area.

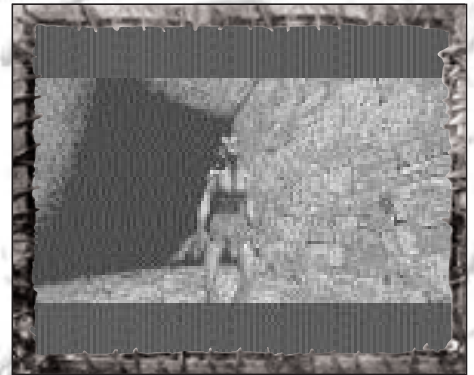
As you near a large hole in the floor, you spot Lizbeth. She tells you that even though you know who she is, you are doomed. She runs off, and you can't follow her because of the massive hole in the floor. Drop into this hole to the area below.

You land in a large well. Fortunately, there is a ladder here that you can use to climb out. At the top, get your Invoke spell ready and look around. There's a large door in front of you and smaller ones on each side. Go through the leftmost door first and down the stairs to get the amplifier. Run back up the stairs and straight across to the other small door. At the top of the stairs beyond this door, find dynamite and flip the switch on the wall. Run back down the stairs, flip the switch to the right of the large door, and head through into the next room.

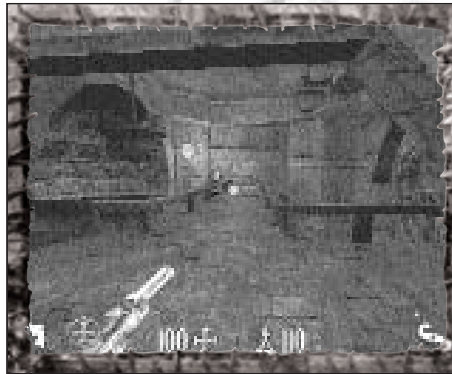
As you enter the next area, a pair of Decayed Saints attacks. Use the Tibetan war cannon and Invoke to kill them. Eventually, you want to cross the bridge, flip the switch to the left and enter the room at the other end.

Here, more Decayed Saints attack. Again, with a combination of Invoke and the war cannon, you can make sure they don't rise to attack again. Once the Saints are dead, go up the stairs and flip the switch at the top. Return and find the water draining from the cistern to your left. Drop into the water and climb the grating ahead of you.

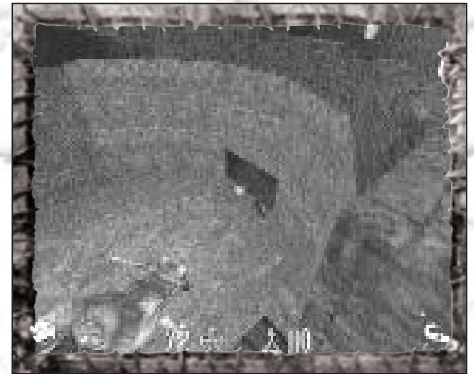
In this small vent area, you find a box of shotgun shells and a book called Cistern Entry. Read this, then return to the cistern and climb out. Walk forward into the large central chamber and drop off the side of the bridge into the large well below you. Climb up a ladder to the floor above and walk to the double doors. Go through to enter the tunnels.



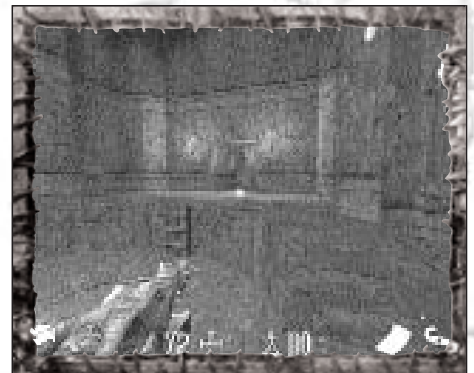
Lizbeth taunts you from across the gap in the floor.



The switches open the path to the next area.



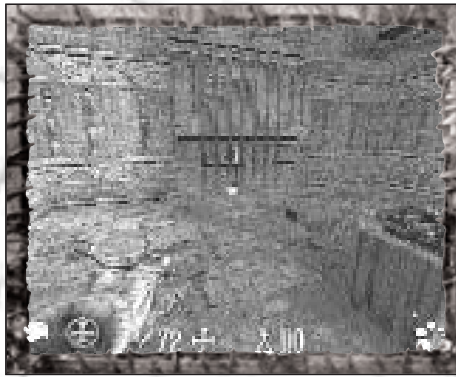
Water drains from this cistern into the large one in the center of this area. By draining it here, you also reveal a small chamber in the water.



There's nothing to fear until you walk through the double doors near the large well.

Chapter 6: The Walkthrough

Walk through the hall until you find a small alcove with what looks like an altar with the body of a dead Trsanti on it. A portcullis slams behind you, keeping the Howlers who have followed from attacking. Go down the stairs, getting the Molotov cocktail if you need it.



The portcullis prevents the Howlers from attacking you.



Lizbeth stands in the distance, daring you to approach.

At the bottom of the stairs, there's a portcullis ahead of you, and Lizbeth appears in a distant hallway. As soon as you spot her, the portcullis opens and two Howlers attack. As soon as they are out, the portcullis drops again. Kill the Howlers, then run toward Lizbeth, getting the Molotov cocktail and health pack in this room before you near her.

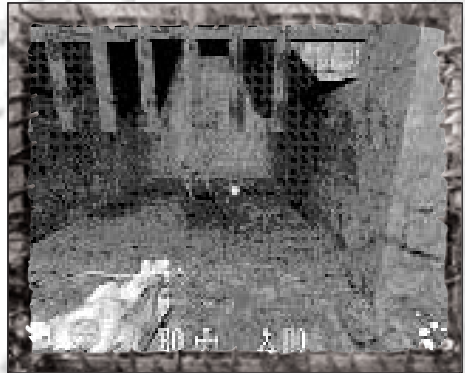
As you approach the bars, she taunts you again and runs off. Wait for the portcullis on the right to open, releasing more Howlers. Run through this area to the small altar at the back. Four Howlers attack as you run through this hall, so be on your guard. Once you're near the altar, more Howlers attack. When all are dead, a staircase will lower around the altar. Take it down.

At the bottom, find a health pack and a corridor leading out. This ends in another room ringed with portcullises. Get the health pack from the back left corner, then walk toward the gate in front of you. The portcullis behind you drops. Once again, the side gates open and Howlers stream in. Move quickly, ducking under one of the portcullises when it opens. Kill off the legion of Howlers and walk around the corridor until you find another corridor leading off to a large door. Head here and take this door out. Explore the corridor for some phosphorous shells and silver bullets before leaving.



TIP

Try to get on the other side of the portcullis before it drops. There's an amplifier and a health pack here. The portcullis will open for you as you near it.



Wait for a gate to open, then duck through to move on.



Now things get really fun. At the bottom of the ramp

beyond the door, Lizbeth confronts you again. As you approach her, the floor falls out from under you, depositing you in an area filled with angry Howlers!

Fortunately, the floor drops out from under you again, placing you in an even lower area. A few Howlers fall down with you; kill them off. Switch to your favorite Howler-killing weapon and your Scrye spell.

You are now in a maze containing Howlers. Worse, a dense fog here makes it hard to see. Use Scrye to light your path and follow the corridors.

When you find the room with the amplifier, you are near the exit. Get the amplifier, and go through the tunnel next to it. Take every lefthand passage until you come to the stairs. Climb up, and the grating above you will slide away. Run down the hallway ahead of you.

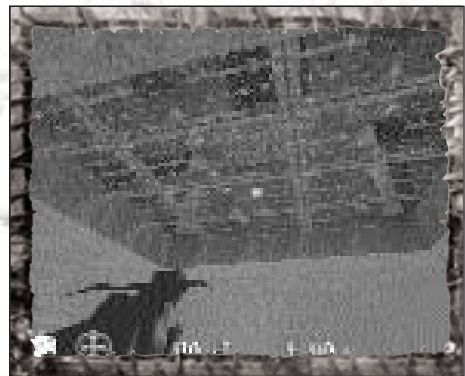


Lizbeth's anger increases each time you survive.



TIP

The left portcullis usually opens first. You want to get through as quickly as possible, because Howlers keep coming until you do. Running under one of the portcullises halts the onslaught of Howlers.



The second trapdoor deposits you on a bone pile in the pit of the catacombs.



Look for the stairs to climb out of this bone-filled area.

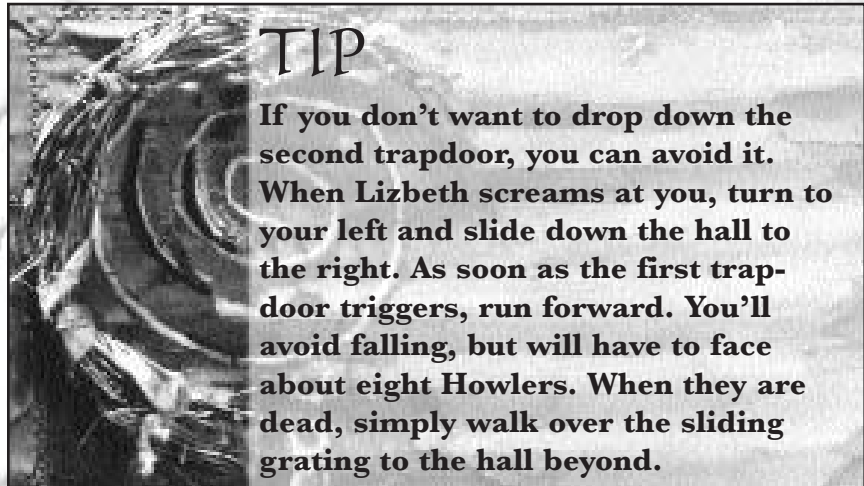
Chapter 6: The Walkthrough

Follow this hallway toward the open doors. A strange, wavering song comes from the area beyond these doors. Go through into the next area, first arming yourself with Invoke and the Tibetan war cannon.

Once in the room, you discover what looks to be an animated corpse singing. It collapses as you approach. Suddenly, Lizbeth appears behind you at the top of the stairs!

She curses you for stopping the singing from what is apparently the animated corpse of her mother, Evaline. You try to reason with her, but Lizbeth is well aware of what she has become. She tells you that Jeremiah will die—and so will you. Then she leaps to attack!

You are in a real fight now. In addition to Lizbeth, there are Decayed Saints walking these halls. The only good thing is that



The strange singing is coming from beyond these doors.



This animated corpse is the source of the singing.



Lizbeth knows what she has become, and she doesn't plan to let you stand in her way.



Lizbeth attacks aggressively, even while you are busy with the Decayed Saints.



the Saints often attack Lizbeth, and if she manages to kill one, it stays dead. Keep running, hitting the Saints with Invoke when you have enough mana. Take potshots at Lizbeth or at the Saints to keep them off your back. Keep this up until all the Decayed Saints are permanently dead.

With the Decayed Saints gone, you are left with just Lizbeth—which doesn't make things easier. Keep running and hitting her when you can. Switch your spell to Ectoplasm and use this on her as well as blasts of the war cannon. Hit and move, keeping the pressure on her as much as possible. When Lizbeth drops to the ground, she's preparing to throw rocks. These are tough to avoid. Stay close enough to her to keep her busy trying to hit you with her claws, but far enough away that she misses.

Eventually, she will freeze in place and start rolling her head around on her neck. This is when she is vulnerable. Switch quickly to the Scythe and slice off her head.

When her body falls, a blue spark appears and moves to the altar in the middle of the area. It stops at the altar and creates a scroll. Get this, and receive a new spell: Haste. At the same time, the corpse of Lizbeth's mother rises and walks to the door out of this area. She opens it for you before collapsing for the final time, at rest at last.

Walk to the door. If you haven't already, get the items from the two alcoves before you leave. You should find a health pack and an amplifier in a chest, as well as a book called Cliffside Entry.



Lizbeth is especially displeased with your continued existence.



Finally, the battle is over. Lizbeth's angry spirit, while not at peace, will no longer plague you.



Your reward for quelling Lizbeth is a new spell.



Evaline shows you the way out.

Chapter 6: The Walkthrough

You walk through the door carrying Lizbeth's severed head. It curses you as you climb the stairs to a cliff overlooking the ocean. Throw the head off the cliff in mid-curse. Peace at last, at least for now.

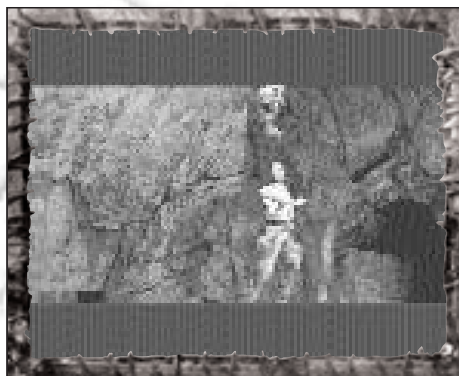
Look around you. A small ledge runs off to the left.

Follow it until it ends. You can't make the jump to the next ledge, and falling is fatal. Use your new Haste spell, then make a running jump to the next ledge. Follow this ledge, and make another Haste-fortified jump to the third ledge.

At the end of this ledge, climb the vines to another ledge above you. Again, use Haste to increase your speed and jump to the ledge beyond you. Climb up additional vines to find a cave at the top.

Walk into the cave, being alert for a single Howler waiting here. After your fight with Lizbeth, a Howler should prove to be no trouble. Continue in, fighting off an aggressive attack by a horde of bats. Continue to the top of the slope to emerge near your boat.

Drop down toward your boat. It's time to head back to the mainland to see what has happened in your absence.



Lizbeth's revenge will be difficult to achieve with her head at the bottom of the ocean.



Use Haste to make the long jumps between ledges.



After this ordeal, your boat is a welcome sight.



Return to the Manor

Lizabeth is gone, but there are more angry spirits around the Covenant estate. Still, with her out of the way, you are making serious progress at curing Jeremiah's troubles. You return to the manor's garden. Turn right and look for the health pack near where you entered the mau-soleum area, then explore the garden.

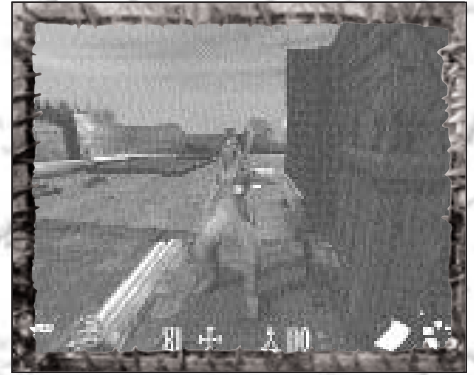
A gardener rushes up to you, babbling about something watching him. He tells you that he is leaving, and runs off. Check out the area he came from for more health packs and several boxes of shotgun shells. Get them and move on, following the gardener's path.

As you approach a break in the hedges, you hear shouting. Around the corner are three angry Trsanti, who are aware of your presence. Take them out and continue to follow the gardener's path until you find his body. Get the kitchen key from his corpse as well as a note from Ambrose that is on the ground.

Walk until you find a maid sitting on a bench near the greenhouse. She tells you that Bethany used to garden often, and she unlocks the building for you. Switch to phosphorous ammunition in your shotgun, then head inside.



This gardener isn't hanging around for more trouble.

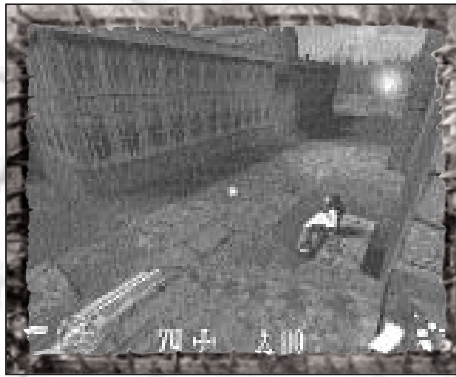


The Trsanti have reached the manor!

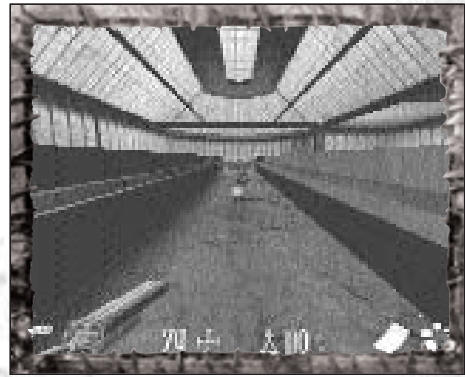


Chapter 6: The Walkthrough

New creatures—Jiles—are inside. These aggressive and angry carnivorous plants are very dangerous. Up close, they bite powerfully. At a distance, they send tendrils through the ground to attack you. A hit from a single phosphorous shell kills them.



The maid on the bench opens the greenhouse for you.



Blast your way to the statue at the back of the greenhouse.


Move in, taking out the Jiles you spot. Two are on either side of a statue at the back of this area. Kill them, and a mana well drops from the statue. Get this, then investigate the final row to the left of the statue. A Jile guards a health pack and a disturbing letter written by Bethany.

You have to fight your way out—more Jiles have appeared behind you. Leave the greenhouse and return to the gardener's body.

Walk past the gardener's body and up the short staircase. Go left and look for the doorway on your right. It leads back into the kitchen. You now have the key, so head inside.



If you can get behind it, a single swipe with the Scythe will usually kill a Jile.



TIP

Find bullets on one side of the greenhouse, and bullets and a health pack on the other side. If you walk to the right before going up the stairs, you find a few more health packs. Using Haste, swim down into the well and find an amplifier.

Walk up the stairs in front of you. There is a door on your left and another in front of you. The area to the left is dangerous. It's almost completely black, and filled with Howlers, Molotov cocktails, phosphorous shells, bullets, and an amplifier. Unless you have a lot of health packs, avoid the area. Go through the door on the right instead, and walk past the fireplace to the door ahead of you. As you cross the room, several knives fly toward you. Dodge quickly to avoid losing health.

In the hall, walk to the right and open the door at left to reveal a dining room. At the back end of the table is an amplifier. As soon as you get it, the knives on the table attack, so retreat to the hallway. Go right, and take the next door on the right.

Walk straight ahead in the next room. As you approach the door at the end, a gardener enters. He tells you of some strange men outside, then leaves the door open for you. Venture outside.

The trouble outside is due to Trsanti warriors. As you walk through the door, you hear an amplifier close by. You can't spot it from where you are, so walk down the stairs to your right. Turn left at the bottom and slowly walk toward the shotgun-carrying Trsanti.



Re-enter the house and see what has happened in your absence.



Watch out for flying knives and plates in the kitchen.



More animated objects wait in the dining room.



The gardener tells you it's strange outside. This is hardly news to you.



Up close, you can drill this Trsanti with three or four quick pistol shots.

Chapter 6: The Walkthrough

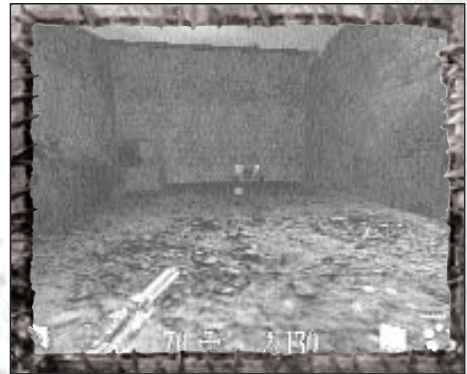
When he falls, turn left and slide down the large ramp. Four more Trsanti wait in the area—three with pistols and swords and one more with a shotgun and knives. Take them all out, then go to the bench at the ramp's left. You find dynamite, a health pack, and that amplifier you heard earlier. Once you have everything, return to the house and go back to the kitchen. Once there, turn right. There are two open doorways ahead. Go through the left one, then through the door on the far wall.

Ascend the spiraling staircase and go through the door. You may recognize the room on the other side of the door—to your left is the dumbwaiter you used to escape from the Scarrows when you returned from Oneiros. Instead of taking the dumbwaiter again, go through the open door to the right. Make another right immediately and open the door to reveal a long corridor, two rooms of which you investigated earlier.

Walk down the hall. Open the third door on your left and enter. There are no items here, but your Scrye detects someone sobbing uncontrollably. Go back to the hall and turn left. Enter the last room on the right for a box of shotgun shells. Return to the hallway, turn right, and open the door at the end.

Beyond this door, a short hallway ends in a nicely crafted wooden door. Go through it to the corridor beyond. As you step into the hall, the butler greets you. He tells you a lot about Jeremiah's brother, Ambrose. Among other things, it is rumored that Ambrose killed Jeremiah's father. As he talks, the butler leads you down the hallway to another door. Walk through the open door in front of you.

Entering the next room, triggers another cinematic. The butler tells you about Ambrose's return to the manor. Although he was a wanted man, Ambrose came back to demand his inheritance. The constables chased him and Ambrose escaped by leaping off a cliff. No one is sure what happened to him. Rumors of his death circulated for years, but so did reports of sightings.



This is a nice haul for a little Trsanti killing.



Crying is heard in this room. Perhaps something dreadful happened here.



The butler is a fountain of information.

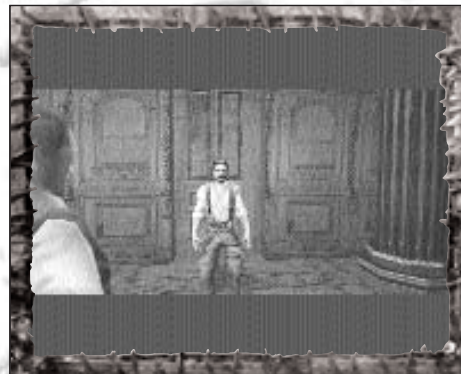
When the butler stops his tale, enter Ambrose's room through the door in front of you. On the left, you find a journal and some phosphorous shells. To the right, on a dais, you find another journal. When you pick it up, two Trsanti enter the room and attack. Phosphorous bullets make quick work of them, and you can restock immediately. Read the journals before you leave Ambrose's room.

Outside, find the butler again. Walk past him and through the door at the end of the room he is in. It opens into a very short hallway. Pass through the other door in the butler's room to the hallway beyond.

Make sure you are well-armed and ready for combat.

Your Ectoplasm spell is a good idea. Head down the stairs in front of you. At the landing, you are attacked by a new creature, a Flickering Stalker—a nasty, flying beast that attacks with power. Fend it off, then continue down the stairs.

At the bottom, walk past the door on your left. Go all the way around to the right and through the door under the stairs. Turn left and walk forward, take another left, and go to the door. Again, get ready to fight.



The story of Ambrose becomes even more disturbing.



As you pick up Ambrose's writings, the Trsanti attack!



You want the door past the butler.



This new creature is difficult to kill. Your spells will help.



Trsanti have entered the house in force.

Chapter 6: The Walkthrough

When you open the door, two Trsanti greet you. Kill them and enter. Turn right and pass through the door on the right wall. You should recognize where you are—you've been through here a couple of times.

In the next room, make an immediate left and go through the door in front of you. Follow the hallway all the way around, through the two Trsanti warriors, and back into the chapel at the far end. A few items here are worth getting.

Head into the chapel area proper and go left, then back up the stairs that lead to the priest's private chamber. This time, a health pack and a book wait on a table. There are also a lot of Trsanti to kill. When you have dealt with them, investigate the area near the altar. You find an additional item to add to your journal. When you are done, return to the hallway. Take the first door on your left, which leads to the corridor with the billowing curtains. Walk to the end.

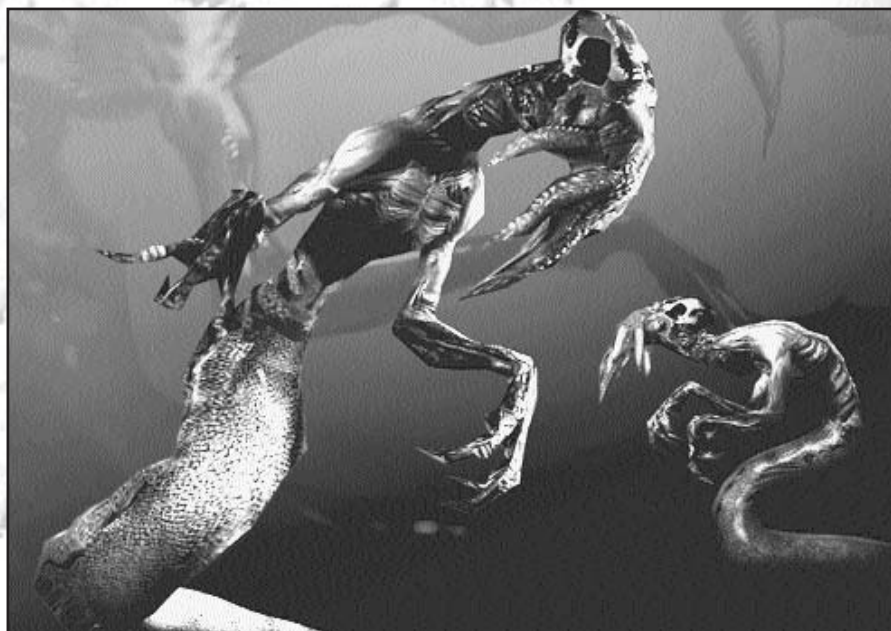
More Trsanti lurk here, and you encounter your first Trsanti Witch. Handle them all, then go back to the stairs leading up to the curtained hallway. Enter the door directly across from the stairs at the bottom, and equip your Scrye spell.



The Trsanti Witch's Shield spell makes her difficult to kill. Once this goes down, so will she.



Joseph Covenant's brutal death at the hands of his son Ambrose occurred in this room.





You have entered the game room, where Ambrose killed his father. When you Scrye, you hear Joseph's brutal death. When you are ready, walk around the pool table and through the door on the opposite side.

Walk across this next room to the door at the far side. Go through and turn right. Two Trsanti wait at the top of the stairs. Kill them quickly, or they will attack from behind. When they are dead, go left from the door you entered through, down the hallway, and through the open doors at the end. This puts you back outside Bethany's office.

Walk past Bethany's office, and ascend the stairs ahead of you. In the room beyond, open the door at left and return to the hall of paintings where you encountered Aaron earlier.

Walk toward the stairs at the far end of the room. Use Scrye on the large family portrait as you pass it, then switch back to Ectoplasm. Go up the stairs. As you approach the door on your left, it bursts open. In walk a Trsanti warrior and a witch. Kill them all, then go through the door they destroyed. This takes you back to the grand staircase at the manor entrance.

Go left at the stairs and through the double doors. Walk straight ahead to leave the manor via the front door. Once outside, go left and approach the door on the left near the front gate. Open it and walk toward the next door. A groundskeeper talks to you, then opens the door for you. Explore the next area until you find the gate on your right. Go through it.



More Trsanti wait in the hall. They seem to be everywhere.



Use Scrye on the family portrait to reveal disturbing changes in the Covenant clan.



Another gardener helps you continue your quest.

Chapter 6: The Walkthrough

Start walking down the stairs in front of you. You spy a few Howlers. They are attacking sheep, so you should be able to get the drop on them. Continue walking until you come to an open area with live sheep.

An exit to the left leads to a long, winding path. Follow it all the way and jump into the boat at the end. You are headed for your first visit to the Standing Stones.

You arrive on a low beach below the Standing Stones. Follow the slope to the top and walk to the altar. A scroll on the altar grants you the Shield spell, which will be useful immediately. As you grab the spell, a flying sorceress attacks. Use Shield to protect yourself from her lightning, and knock her down with the pistol.



Fight off the Howlers on your way to the boat.



It's a long fall, so don't lose your balance as you walk toward the boat.



When you get the Shield spell, you use it immediately.



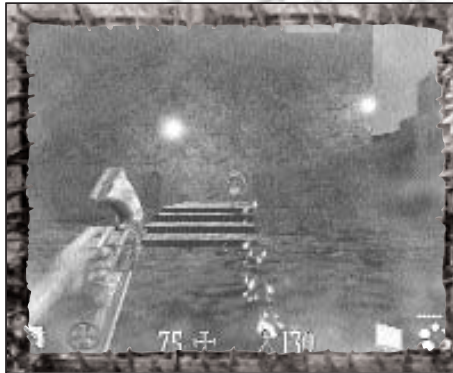


When your attacker is dead, walk back down the hill to the boat and jump in to sail back to the dock below the manor.

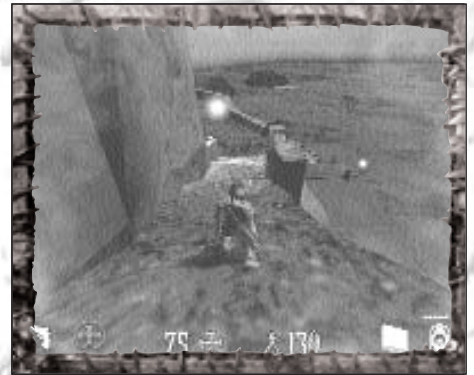
At the dock, take the long walk back up the stairs and catwalks to the manor. Trsanti try to stop you from making it back to the house. Your pistol is the best weapon.

At the top of the stairs are more Trsanti, including one who attacks with dynamite. Fight through them, relying on your new Shield spell to keep you safe. Go back to the manor house, past the gardener who opened the gate to the dock for you.

Outside the house, walk to the main gate. Another gardener appears. He opens the main gate for you, and tells you that if you want to know about any coves, you should talk to Sedgwick, the lighthouse keeper. When you are finished with the gardener, walk through the gate and to the right. Continue until the scene shifts to the lighthouse.



Your Shield will protect you, but it's best to avoid the dynamite blast radius.



Fight off the Trsanti as you return to the manor.



Yet another gardener proves valuable.

The Pirate's Cove

You've come a long way, but the Covenant household is still in a bad state. Three of Jeremiah's siblings are unaccounted for, and it appears that Ambrose may be alive and working with the Trsanti. You must find where the Trsanti are headquartered and try to stop them from foiling your plans to save the Covenant family.

Walk to the lighthouse and go in. Inside, follow the staircase and ladder to the top. There's nothing to see or find on the way.

Chapter 6: The Walkthrough

At the top, you encounter Sedgewick, the old lighthouse keeper. He hates the Trsanti, who killed his son. They spared him only because he tends the lighthouse, and they need it to reach the shore safely. Sedgewick tells you that he thinks the Trsanti are camped nearby. He also gives you a key to the old sea chest in the attic of his cottage. In it, he tells you, you will find the key to the gate that leads to the nearby cove, as well as some silver bullets.

Go back down the ladder and stairs to the base of the

lighthouse. Enter Sedgewick's cottage. Take the stairs up and use your key on the chest you find. Inside, you find exactly what Sedgewick told you would be there. Search the ground floor for a health pack before leaving.

Back outside, go right around the house. Walk past the headstone of Sedgewick's son, Connor, and follow the path until you spot the gate at the end. Use the key you got from the sea chest to open it, then walk through. Be careful; you are in Trsanti territory.

Straight ahead, you see a low, round wall. Walk around it to the right until you see a very short ramp leading in. Inside are three Trsanti not worth fighting. Instead, cast Shield on yourself. Run straight up the steps ahead of you and drop into the well. You land on a ledge not far from the top.



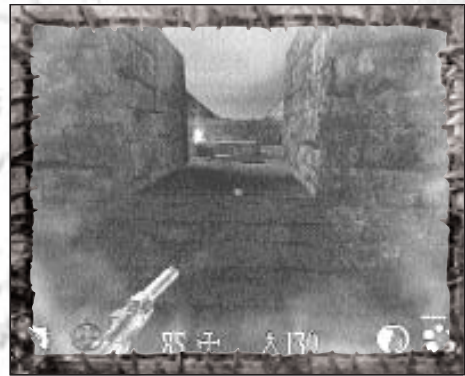
Perhaps you can find some answers to the Trsanti menace inside the lighthouse.



Sedgewick will do what he can to help you defeat the Trsanti.



Through this gate lie more Trsanti than you can count.



Don't fight here; just run and jump into the well.



Use the cargo nets to get to the bottom of the well. At each platform you find another net to jump to. Two Trsanti wait at the bottom. After you kill them, you find phosphorous shells and a health pack, as well as the bullets they drop. Go through the doorway and down the stairs, turning left at the bottom. Walk forward to the pier area.

You have to make a couple of jumps on the pier. If you fall into the water, you must swim back and climb onto the pier again. As you walk, you encounter a single Trsanti, who shouldn't be a problem. Walk all the way to the far end and through the cave opening to the right of the dock. As you step in, another Trsanti attacks.

There's another cave to the side of the one you just entered. Run in and climb up the cargo net. Be careful—a Trsanti above you tosses dynamite down. Leap over to the cargo net at left and climb to the cliff. Kill the two Trsanti here and walk toward the spiral staircase.

At the top of the stairs you find a Trsanti Witch. Try to kill her quickly, before she gets her Shield spell up. Your shotgun is an excellent choice—it's highly damaging to that spell. When she is dead, walk into her area and get the items around the fire.



Don't let the destruction of your Shield deter you. Keep firing on the Trsanti to keep them distracted, and they won't hurt you.



It's easy to get through the sole Trsanti on the pier.



The dynamite blasts destroy your Shield, so move quickly to avoid damage.



Chapter 6: The Walkthrough

The witch's death opens a gate to your right. Go through it and grab the mana well off the altar, then return to the witch's cave. Turn right and walk into the passageway ahead of you.

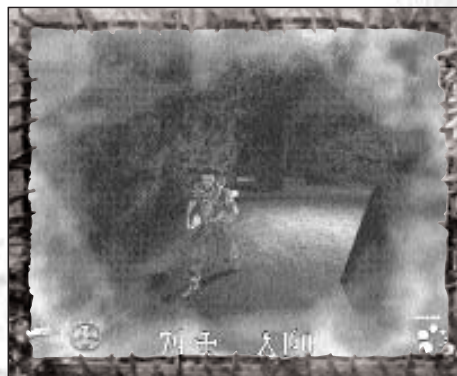
Several Trsanti attack in this maze-like area. Use Shield to prevent damage and kill them as quickly as possible. If you explore the maze, you find a few items. The quickest way through is to walk straight ahead until you hit a wall, then turn left and follow the passageway to the end.

The passage opens up into a wide cavern with a few more Trsanti. Kill them and collect the goods from the crates in front of you. Head to the left and watch for an additional Trsanti to come through the door at the far end of the cave. Kill him, then go through the door he came from.

Have your Shield spell in operation as you run down this long, narrow hall. When you are about halfway down, a cannon at the other end fires at you. It destroys your Shield, but you should not take any damage. At the far end, kill the single Trsanti, then collect the goods, including the amplifier from the chest. Flip the lever to get the two health packs from the jail cell. When you finish looting the area, return down the long hallway to the large cavern.



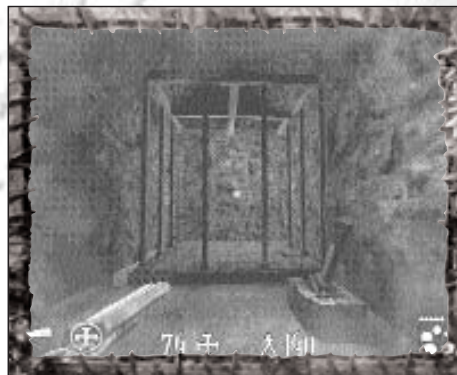
Moving quickly allows you to kill the witch. If you take too long, her Shield poses a problem.



Three Trsanti wait in the maze area. Your Shield will protect you from damage.



Have your Shield active, or this cannonball will do a lot of damage.



This cage leads up to the Trsanti hurling dynamite at you.



Turn left as you re-enter the large cavern and head to the next opening. A Trsanti above you hurls dynamite at you. At the end of the passage, flip the lever and quickly jump into the elevator cage. Turn around as the elevator rises, jump out at the top, and kill two Trsanti.

Aside from the bullets dropped by one of the Trsanti, there is nothing in this area but a large pool of water. Jump in and swim forward, keeping your view trained up. There is a place to surface and catch your breath. Jump out of the water here and collect the items before returning to the water and swimming to the end. Climb the ladder at the far end of the water-filled passage.

Fortunately, you emerge in an empty cave. Head through the passage leading out of this cave until you find another pier area. At the end, a Trsanti waits for you at another dock. When you kill him, another climbs the stairs from the area below. Descend the stairs when the area is quiet.

Take the stairs down to find another Trsanti in the basement. Kill him and collect the goods from the table at the back of the room. An open door leads back to the docks, but there's nothing of value there.

Instead, go through the closed door, then through the door at the other side of this short corridor.

The next area is quite dangerous. Start walking down the hallway. You're safe until you see the openings on the sides of the hall

where Trsanti on the other sides of the walls will hurl Molotov cocktails into at you. Slide carefully and shoot through the openings to kill them—two on the right and one on the left. When the flames die down, go to the end of the hall and take a hard right around the corner.



The dock area is lightly guarded by a couple of Trsanti.



Watch out for the Molotov cocktails. Get too close, and you won't survive this battle.



Shooting TNT isn't subtle, but it works.

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On the right side, near the gate in front of you, is a lever. When you flip it, the gate starts to rise but gets stuck. To get the health pack behind it, shoot the boxes of TNT at the end of the hall. The resulting explosion knocks down a wall, allowing you to get that health pack and an amplifier from the chest. Return to the hallway and walk past the two levers to the far side where the Trsanti was lobbing Molotov cocktails.

Climb up the ladder and look around. A health pack is to the right, and another box of TNT is in front of you. Shoot the box and go through the opening you create.

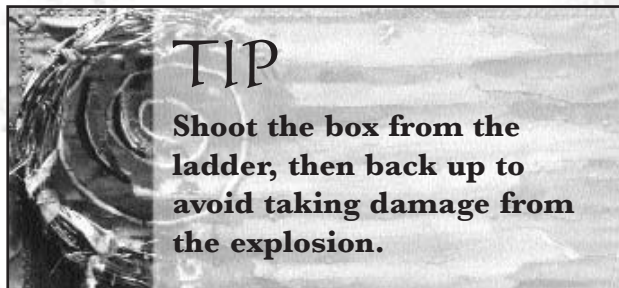
Follow the passage up the stairs. At the top, a Trsanti Witch is unaware of you. Kill her, then loot the area. You find an important book, health packs, shotgun shells, and Molotov cocktails.

When you are done, drop down the hole at the back of the room.

Swim to the far end of the pool you land in and climb onto the dock at the far end. A couple more Trsanti here shouldn't be problem. When they are dead, climb the stairs to your left

and enter a large open area. Go into the first room on the left and kill both of the Trsanti there. Flip the switch to open a room across the way. It's filled with health packs, dynamite, and ammunition. Turn right when you leave the room.

Walk forward until you enter the corridor, and turn right. Take the first left and walk ahead to the lever. Before you flip it, look down the hallway. A grate guards a mana well at the far end. The hallway itself is filled with darts firing from the walls. Flip the lever and run through. Get the mana well, then run all the way back through the darts to where you flipped the lever.



The second box of dynamite you detonate opens another passage.



The Trsanti Witch is easy to kill if you attack before she knows you are there.



The darts are painful if they hit, but the mana well is worth it.

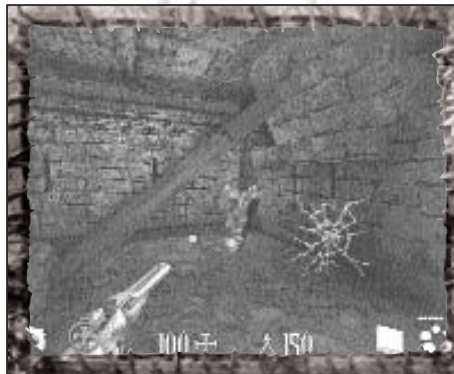
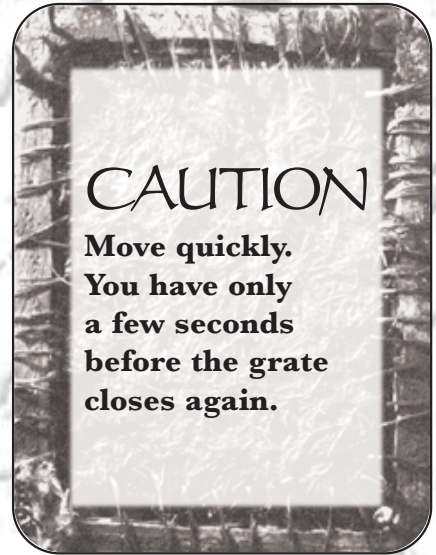
After you collect the mana well, walk back into the corridor and turn left. Take care of the Trsanti in the room to your right. Walk down the hall until it opens into a room at the far end.

A Trsanti waits for you in this room. Drop him, then go to the door at the back left. There's another door beyond this one. Head through it to confront Ambrose.

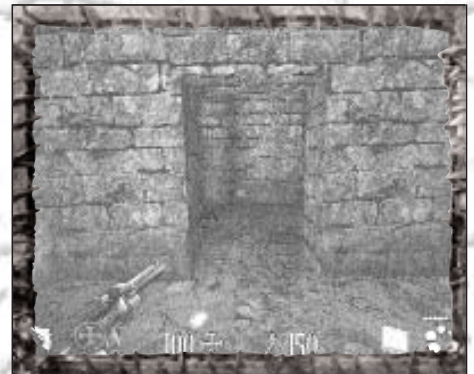
Walk through the door in front of you

and turn left. The next room contains several boxes of TNT, so move carefully. Turn right. Straight across from you is a gate with a single box of TNT near it. Shoot the box and run toward the gate. It will open, allowing you to duck through. If you are quick, you'll be through the door before the other boxes of TNT to explode.

The room behind you is destroyed. Turn right to see a door at the end of the hall. As you do this, a cinematic plays. This door is blown off its hinges, and the room beyond is engulfed in flames. Ambrose, who looks like a gaunt barbarian, steps into the corridor. With a curse, he causes the hallway to burst into flame, sending you running away from Ambrose.



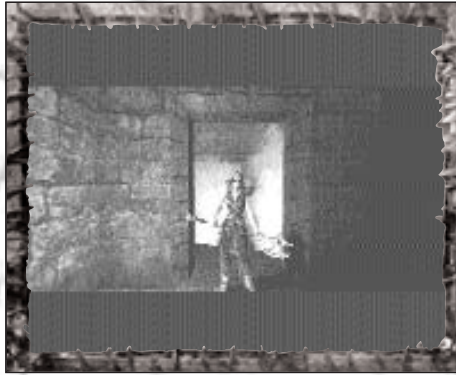
One Trsanti at a time is no problem.



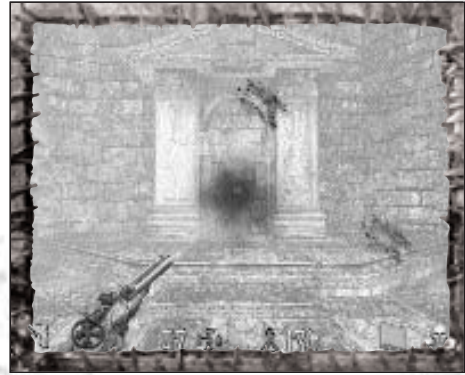
Once you shoot, start running. If you hang around, you are dead meat.

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For the moment, you are safe. Explore the treasure room, opening all the chests and getting as many items as you can carry. Last, approach the scroll at the back of the room.



Ambrose appears, and he's not too happy with your handiwork.



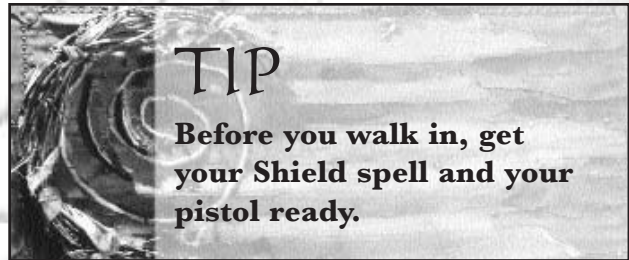
Use the new Skull Storm spell to destroy the wall and escape the poison gas.

Grabbing this scroll gives you a new spell: Skull Storm. However, taking the scroll also triggers a poison gas trap. When you regain control, switch to your new spell and use it on the cracked wall in front of you. The spell destroys the wall, allowing you to run through. Quickly return to the manor.

You're back at the manor, and you've gained some valuable information. Walk up to the front door and go in. Go through the room behind the front door, and back to the main staircase. Turn left and head for the door. As you near it, a maid emerges to tell you that Jeremiah waits in the great hall. Walk through the now-open door in front of you.

Walk to the far end of the hallway and through the blue doors at the end. Descend the short staircase. You hear a crash above—a pair of Flickering Stalkers has decided that you look tasty. Fight them, and don't forget your Shield spell. When both are dead, a set of doors to the right opens. Head through them to find Jeremiah.

Jeremiah looks surprisingly well. He invites you to tell him what has happened, but as you approach, Ambrose appears! He grabs Jeremiah and threatens him, saying that if you don't give him the Gel'ziabar stone, he'll kill your friend.



TIP

Before you walk in, get your Shield spell and your pistol ready.



Just when you thought it was safe to go back in the manor...



Ambrose is beyond reason. You give him the stone in the hopes of saving Jeremiah, but in vain. Ambrose kills his own brother, almost as an afterthought, and then turns on you. He tells you to prepare yourself.

Ambrose reaches out and makes the Gel'ziabar stone fly toward him. He attaches it to his large axe. A terrible transformation takes place—Ambrose appears wracked with pain as his body grows to tremendous proportions. He becomes a giant, misshapen version of himself, evil in every respect, and unbelievably powerful.

You have to fight Ambrose, and no matter how much ammunition you are carrying, you don't have enough. He is incredibly powerful, inflicting incredible damage with every swing of his massive axe. He also has a penchant for leaping across the room and landing either on you or right next to you. These leaps are deadly, as is the swing of the axe when he lands.

Fortunately, there is a way to defeat Ambrose. Using the pistol, target not the man but his weapon. If you can shoot the Gel'ziabar stone out of the axe, Ambrose will



Ambrose has no remorse, no pity, and no love for his brother.



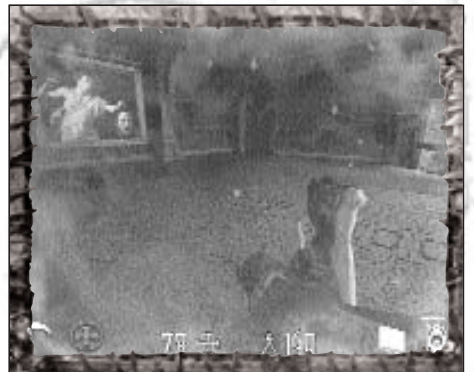
Despite all of your efforts, Jeremiah is killed.



The terrible transformation is complete.

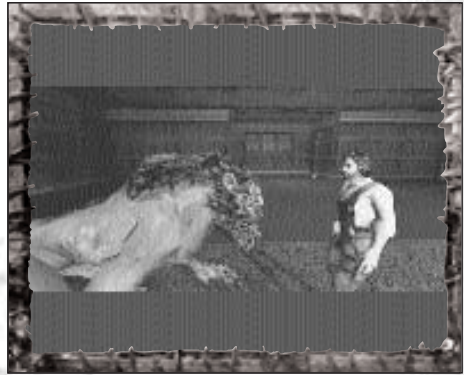


Ambrose's leaps are terrible to behold and even worse to experience.



Ambrose gets exactly what he deserves.

Chapter 6: The Walkthrough



Fortunately, you don't have to fight this beast.



Being entombed alive is an unpleasant fate, made worse if you can't even die.

return to his normal form and be disoriented. When he is, walk up to him and decapitate him with the Scythe.

The battle over, you prepare to grieve for your friend, but you have no time. A massive, obviously magical creature appears. This is the Hound of Gel'ziabar. You try to run, but there is no escape from it. It grabs you and drags you off to witness an important event of the past.

What you see is the burial of a king under the Standing Stones. A sad event, to be sure, but the king wasn't dead when they buried him. Could this be the Undying King you've read about? Could his return be the curse the Covenant family has been fighting?



The Storm

Jeremiah is dead. Nothing you can do will bring him back, and Ambrose's death is a small consolation for the loss of your friend. However, you started this battle. It's time to end it. You still have two members of the Covenant clan to worry about, as well as Otto Keisinger. It's time to track down the evil wizard and see what part he has played in the destruction of the Covenant family.

You return to your room after the death of Ambrose. Walk out to the hallway beyond. As you leave, Aaron's ghost taunts you.



The butler stops here, but your goal is farther down the hall.



Your first encounter with the nasty Mon'to-shonoi.



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Notice, too, the terrible storm outside. In the hall, the butler greets you and tells you that you might be able to find some information in Jeremiah's room. When he stops talking, follow him. When he stops, continue past him.

Walk to Lizbeth's door, which is now closed. Turn right and walk down the red-carpeted hallway here. As you walk, Aaron visits again. This time, he seems to call something forward to attack you—a magical creature, vicious and at least half teeth. This is a Mon'to-shonoi, and you see them regularly from now on. Where you once expected Howlers, you can now expect these beasts.

Once the Mon'to-shonoi is dead, continue down the hallway, down the steps, and around the corner. Another Mon'to-shonoi waits for you here. Deal with it, then follow the hallway to the door at the end. Go through, into the next hallway. Walk to the door across from you, and back into the manor's west wing.

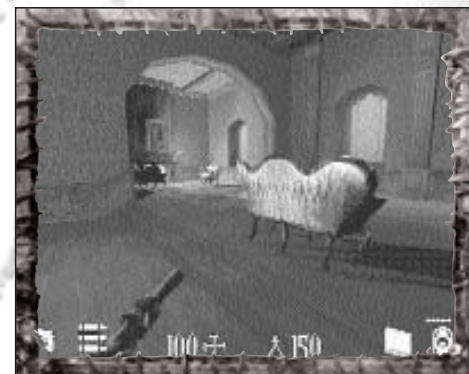
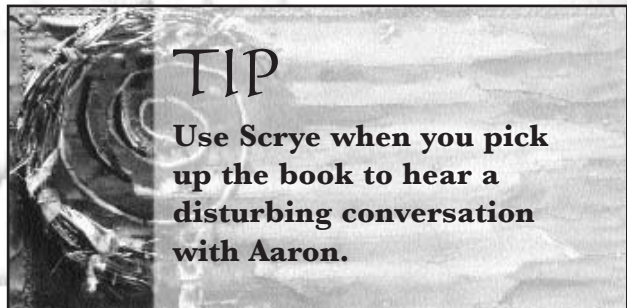
You may recognize this hallway from the beginning of the game. Walk down it and around a couple of corners until you come to some doors. The first door at left leads to Jeremiah's room. Go in and explore. You find a book next to Jeremiah's bed and a key over the fireplace. Check the bathroom for a health pack. A small room by the entrance yields both regular and silver bullets. When you have everything, return to the hallway. Follow it around to the right and out the door at the end, back to the main hallway.

Again, head through the door in front of you, back toward Lizbeth's room. Follow the hallway back to the red carpet. Continue down this corridor to the door at the far end. You encounter a single Mon'to-shonoi on the way. The key you found in Jeremiah's room opens this door. Go through and into the study area.

The door opens to a narrow hallway that goes around a corner and ends in another door. Go through this door and into the study. Walk in and take a look around. A few items here are worth getting, but be quick. Aaron is close, and he's no longer content with just scaring you.



Jeremiah's room contains several useful items.



Here is Joseph's study, just as he left it.



Walk to the fireplace and look left. Get a health pack in this small bathroom, then investigate the fireplace itself. You find another key as well as a new page for your journal. When you have these, cast Shield on yourself and prepare your ether traps, grabbing a couple more from the table next to the fireplace. After you get them, Aaron appears, and switches to his deadly revenant form.

As soon as Aaron moves to attack you with his chains, use an ether trap. Then run as fast as you can out of the study and back to the red-carpeted hallway. Take the first right, as if you were going back to your room, then a very quick left. Run through the door in front of you. You've passed this way before, when you were running from Scarrows on your way to get your Dispel Magic spell.

Even though you hit him with the ether trap, Aaron is still active. You must evade the enraged Covenant brother until you can find safety. Walk forward in the next room

and through a series of hallways, just as you did when you were going for the Dispel Magic spell. There will be a couple of Mon'to-shonoi to fight on the way, and you should find a health pack in the room with the fireplace. When you reach the mirror at the end of the curved hallway, go left down the stairs.

Walk straight through this room to the open doorway on the right. Take a quick left in the corridor beyond and open the door at the end. This opens into a large hallway. The first door on the left and the first on the right can both be opened. On the left, you find a health pack. The room on



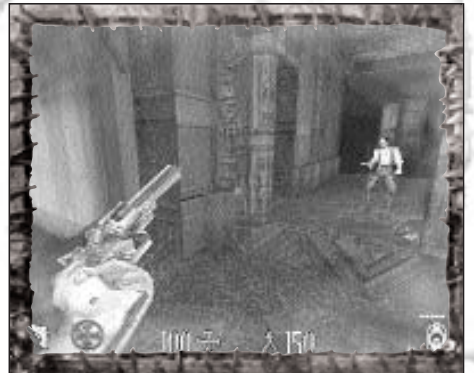
Playtime is over for Aaron. This time, he means business.



Aaron is temporarily caught by an ether trap.



Run into this room to flee from Aaron.



Turn left at the mirror and go down the stairs.

Chapter 6: The Walkthrough

the right contains Molotov cocktails. Both rooms also contain animated items, so watch out. Another Mon'to-shonoi also waits in this hall. When you are done looking around, go through the door at the far end and the door beyond it.

As you walk forward in the next area, another Mon'to-shonoi appears. Kill it, then walk to the stairs. The door next to you is locked; your only option is to go down the stairs. At the bottom, look under the stairs for a door. Head through this into the widow's watch area of the manor.

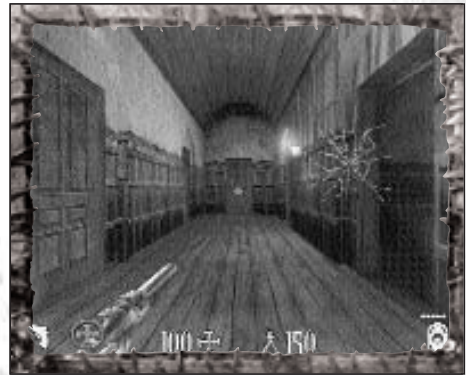
Arm yourself with either Molotov cocktails or phosphorous ammo in your shotgun and go through the door on your left. With either weapon, a pair of Jiles here should be little trouble. Check out the door at the back of this area to find shotgun

ammunition and a health pack, then return to the widow's watch. Go through the door at the back on the left wall.

This door opens to a very small area with another door on the left wall.

Head through it into a large room, where a Mon'to-shonoi waits for you. When the Mon'to-shonoi is dead, go down the stairs to the small door at the back of the room. This opens to a large circular room.

Walk into the room, staying alert to the possibility of more Mon'to-shonoi. Walk forward to the table in the middle of the room and get the health pack. As you do so, the door across from where you entered blows inward, and a Flickering Stalker attacks. When it is dead, walk to the open door, which leads directly into the raging storm.



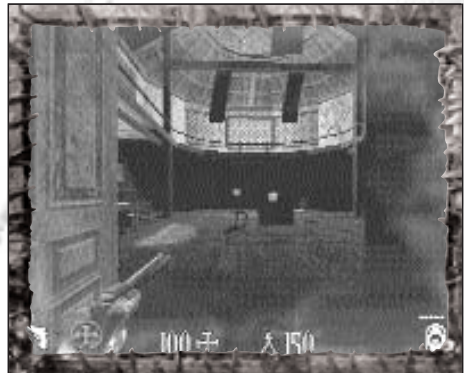
After you check the side rooms, go through the door at the end of this long corridor.



Another Mon'to-shonoi appears, ready to fight.



Phosphorous ammunition is excellent against these plant-like monsters.



You have reached the end of the widow's watch area.



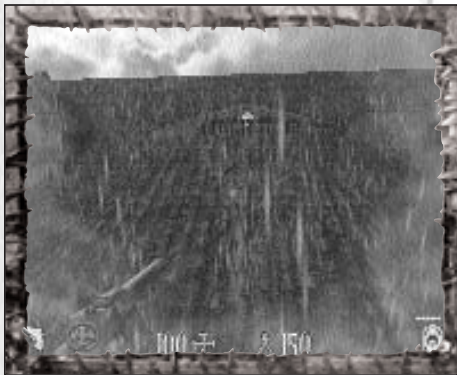
Walk outside, turn around, and step off the ledge backwards. The wind will carry you up, depositing you on the manor's roof. Walk forward and jump over the banister in front of you.

Don't worry about the massive lightning strike as you jump to the area past the banister. Walk straight ahead into the small room beyond and get the shotgun shells on the floor. You will also find a lightning rod in the corner. Get this and return to the roof.

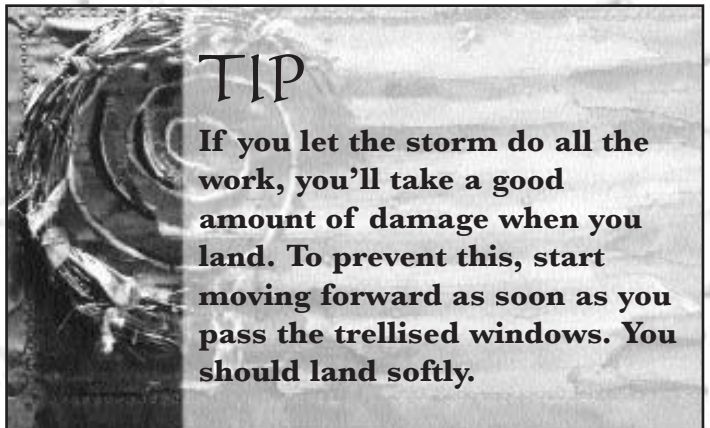
Walk to the pedestal in the middle of the roof and place the lightning rod in it. A massive bolt of lightning strikes it, granting you a new spell: Lightning. You can try it out immediately on the two Howlers that attack when you get the spell. When you can, go back to the small room where you found the lightning rod and go down the stairs. Use your Lightning spell on the door to the left and walk through it when it opens.



Flickering Stalkers don't wait for you to attack first.



The raging storm carries you up to the roof.



TIP

If you let the storm do all the work, you'll take a good amount of damage when you land. To prevent this, start moving forward as soon as you pass the trellised windows. You should land softly.

The only thing you can do in the next room is open the door on your right. Go through into another cramped room with a door on the left wall and a spiral staircase leading down. Go through the door first. Inside, on the crates to your immediate right, you find a disturbing letter about Ambrose. Across the room, you should see an amplifier. To get it, you need to jump from crate to crate, using Haste for the final jump to the amplifier. It's tough, but worth it.



You can harness the power of the elements with your latest spell.

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When you are ready, go down the spiral staircase, first getting the bullets from the back crate. Walk through the door at the bottom of the stairs and turn left. You should see an opening in the wall ahead of you. Go through and down the stairs here, collecting the health packs at the bottom.



The amplifier is hard to get, but a worthy prize.



It's time to brave the elements again.

If you go through the door here, you return to the room where you fought Ambrose. Instead, go back up the stairs and through the door to the left of the fireplace. Get the Molotov cocktails as you leave.

You find yourself in the balcony overlooking the room where you battled Ambrose. Walk around to the far side of the balcony and through the door on the other side. This puts you back outside in the storm.

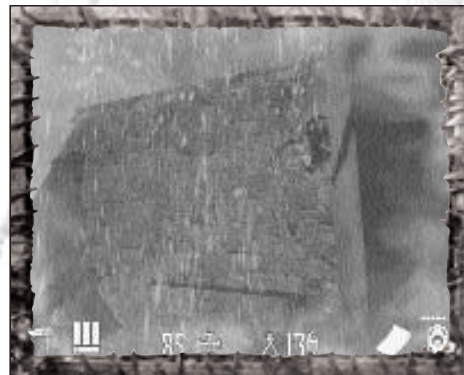
Arm your Lightning spell and use it on the lightning rod in front of you. This will activate the ladder to your right. Climb up to the roof above you and switch to your Scrye spell. It's extremely dark here.

Follow the roof along, going left when you can, then straight up some stairs. Follow the path around a corner to the right, then make the first left. You are in front of what looks, at first glance, like a cathedral.

The door at the bottom is locked. The only way in is to reach the round window above the door via one of the narrow ledges to your left or right. When you get there, the window shatters, and you can jump in. Again, the wind currents are



This is a dark trip. Your Scrye spell will help you see.



Fighting the Flickering Stalkers is easier inside the tower.



gentle, and you should land safely. However, if you haven't noticed them already, two Flickering Stalkers pursue you. It's easier to deal with them inside the tower. The light is better here.

Notice, too, a few crow-like creatures. If you don't harm them, they won't bother you. These are Inhabitants, and you run into a lot of them in your next area. You must now jump up the pieces of broken staircase all the way to the stairs at the top.

Continue up the stairs to the top. You must run through some very dark and dangerous-looking areas, including a spot that is blood-red. Don't worry. Nothing is going to attack you here. Walk all the way to the top and jump into the large purple vortex. This will carry you off to Oneiros, and your next confrontation with Keisinger.



TIP

If you want, you can drop down to the floor below, where an amplifier waits. But it's a tough trip back up the broken stairs.



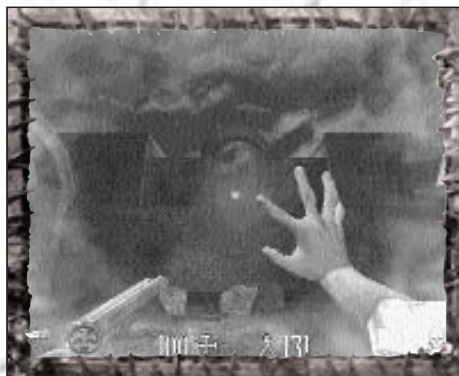
Jump into the vortex to continue your travels.



Oneiros

It's time for a real confrontation. You have returned to Oneiros, the magical realm where you first encountered Otto Keisinger. This time, you are here for more than a simple jaunt. This time, you are here for blood.

You are in a small room with a bridge leading away from it. Cast your Shield spell and get your Skull Storm spell ready. Walk across the bridge and through the arch. Inhabitants appear and, this time, they attack. Your best spell against them is Skull Storm, but be ready to cast Dispel Magic if they hit you with their Mindshatter spell.



Be preemptive against the Inhabitants. Hit them before they attack.



There are valuable relics in the small room across the gap.

Five or six Inhabitants confront you. When they are dead, move right from the arch to another arch. Go through and follow the ledge around to the right. Across a gap is a small chamber. Jump across to it, using the floating stones. You discover a journal and an amplifier. Fend off a Flickering Stalker. There's a health vial on a stone outside this room. When you are ready, return to the main platform.

Walk around the platform to the opposite side. Again, there is an arch. Outside, you see a green portal ahead of you and a blue portal to the right. You can't get to the green portal yet, so jump across to the blue portal and go through.

The portal takes you to another area of Oneiros. Walk forward and get your Scrye spell ready. Jump over the gap and walk toward the arch in the courtyard, below and in front of you. As you do, a cloaked figure rises from a hole in the floor. This is a

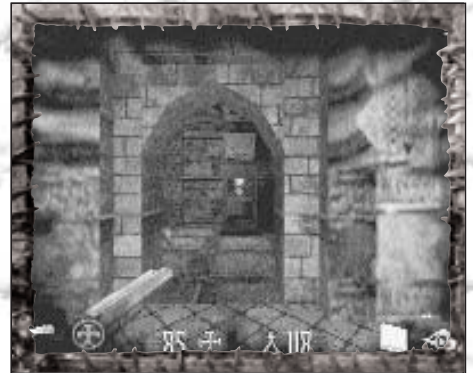
Verago, a powerful sorcerer who casts Skull Storm with deadly accuracy. The best thing is to avoid Verago. Cast Scrye and run through the arch. The stairs ahead of you lead to a blue portal. Run through it to another part of this realm.

You are at the top of a long flight of stairs. Ahead and below is another blue portal. At left is an altar with a glowing key. Jump to the altar and get the key—the energy key—then go through the low blue portal.

When you appear on the other side of the portal, turn right and run down the steps ahead. Duck through the arch to your left to avoid the Verago, who appears in front of you. Cast Haste on yourself and jump into the air current in front of you. It will carry you over to a small platform, where you find an amplifier. Get this, then jump back to the main platform, again using the air current.



Head for the blue portal on the right. You'll use the green one later.



Scrye reveals a blue portal at the top of the stairs beyond the arch.



Get the energy key at left before you go through the portal in front of you.

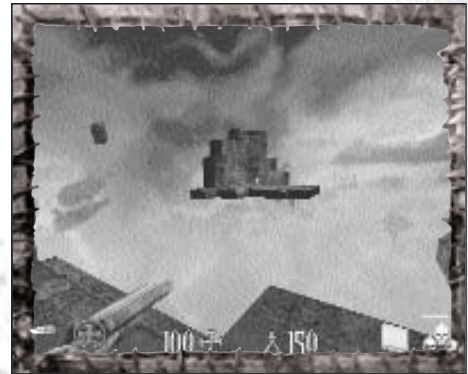
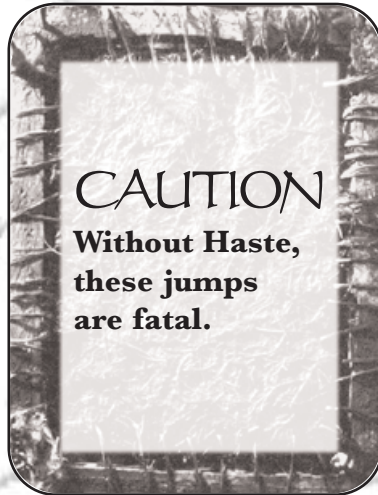
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Back on the main platform, walk through the arch and straight down the stairs ahead of you. Jump the gap and run into the next room. Go through the doorway on your left and turn right to find a health vial. Get this, then turn around and start walking—carefully, because Scarrows are in this area.

Walk until an arch appears to your right. Go through and jump down, getting the health vial from the altar. Go straight ahead through the arch across the room, being cautious of the Verago.

In the next room, an air current comes up through a large hole in the floor. Use it to reach the two alcoves on the sides, each of which holds a health vial. When you have these, drop to the ground and go through the door opposite the one you entered.

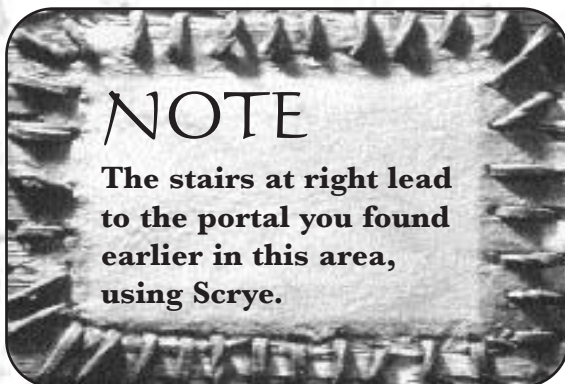
An open area is to your right as you go through this arch. Drop into it and run past the Inhabitant at left. Go through the arch behind the Inhabitant and turn left. You see a blue portal ahead and to the right. Use the floating stones to jump to this portal and go through.



Use the glimmering air current to reach the amplifier.



Run through this room as quickly as possible.



A couple of health vials are hidden in alcoves above the hole in the floor.



You arrive through the green portal you saw but couldn't reach when you arrived in Oneiros this time around. Jump down to the main platform and walk to where you fought the Inhabitants. Go left and look for a small arch in the left wall. Go through. A grate blocks your path. Open it with the key you picked up on the altar, then walk forward and drop into the hole at the end of the path. Don't worry, it's another portal.

You appear in a new area. Cast Haste on yourself and jump across to the large platform in front of you. Go through the arch and into the room. As you do, a massive bolt of lightning hits the ground in front of you. It won't hurt you. Walk up to the shimmering blue barrier and use Dispel Magic to get rid of it. Go through and bear right, then left around the corner.

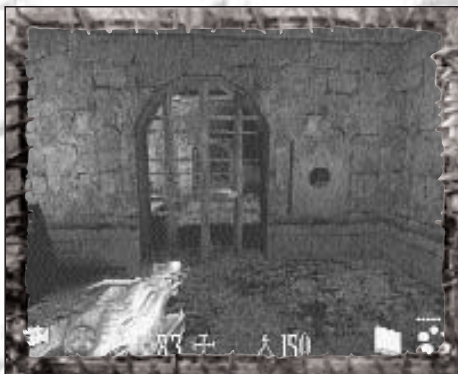
Be careful of Scarrows in this area. Run past the first corridor at left and make a left at the second hall. Follow it to the end and turn right. Run onto the balcony and get the health vial at the far end. Turn right and drop into the courtyard. Scarrows and Inhabitants wait here, so activate your Shield. Run through the doorway on the other side of the room



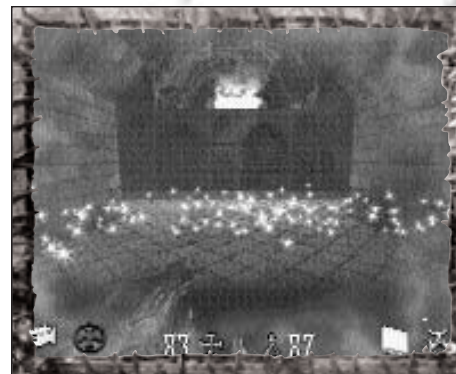
It is quicker and easier to run around this Inhabitant than to fight.



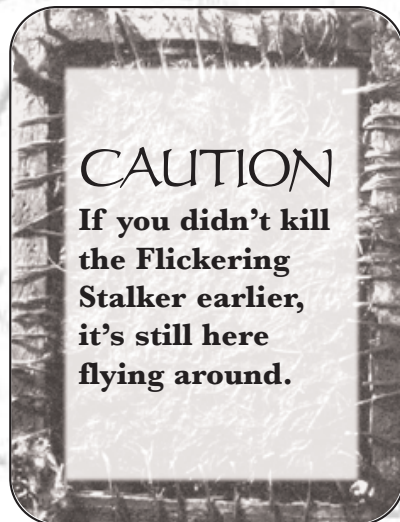
This portal leads back to the first area you came to on this trip to Oneiros.



Use the energy key on this keyhole.



Dispel Magic gets you through this barrier.



CAUTION

If you didn't kill the Flickering Stalker earlier, it's still here flying around.

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and down the steps. As you near the end of the steps, a platform magically appears in front of you. Walk onto it, bearing left, and keep going to small set of stairs that magically forms in front of you.

At the bottom of the stairs, bear left again. The tiles continue to form in front of you. When they stop appearing, turn left and walk forward. When the tiles stop again, turn right and continue. When the tiles stop yet again, turn right and walk forward. A new set of steps appears, leading down. Take them and walk until the tiles stop forming.

Now you must make a leap of faith. Jump forward. Tiles appear

beneath you before you land. Walk forward again, jumping each time the tiles stop. After the third time, turn left and walk. Again, a path will form in front of you. Move slowly, heading toward the ledge in front of you. When you reach it, jump over.

Walk up the stairs to your left and go through the door on your left at the top. Get a health vial and two boxes of shotgun shells here. Then turn around and go through the blue portal across from you.

You appear at the far end of a long bridge. A Flickering Stalker attacks you almost as soon as you arrive. Kill it, then run across the bridge to the far side and into the building. Drop to the floor, toward the green portal. Turn left and cross the bridge in front of you, jumping into the hole at the end. This teleports you to a high building overlooking this area.



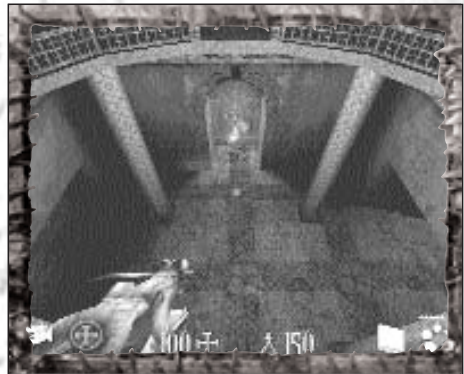
A platform materializes on the ground in front of you. It disappears behind you, but it won't disappear beneath your feet.



The leaps of faith are scary, but perfectly safe.



CAUTION
Don't run! The platform's tiles form in a particular pattern, and running will likely take you over the edge to certain death.



After you kill the Flickering Stalker, this area is relatively safe.



Turn around and look at the building. Walk out and turn left. Go up these stairs to the doorway. Go through it, and find a pair of arches. Go through either one and follow the path in front of you, making a right at the corner. Inhabitants are fighting a Scarrow here, so avoid combat. Get the health vial off the altar, then go up the stairs at right and through the door. Continue through the short hall to the door on the other side.

Turn left in the next room and go up the stairs. More Inhabitants and Scarrows appear in here—you are forced to fight. Go right at the top of the stairs, then right again. Get two boxes of bullets and two health vials here, then turn around and go through the doorway at the far end. Turn right and walk to the gated doorway. To open the door, stand on the pressure plate—a small square platform to the right of the gate. Go through.

Go down the stairs ahead and to your left. At the bottom are three things. The first is a golden object

behind a grate. The second is a large water wheel. The third is a small wheel on the back wall to the right of the water wheel. Turn the small wheel and water flows into the trough below the water wheel, turning it. Run back up the stairs and go left to the gated door. Stand on the pressure plate to open it and go through.

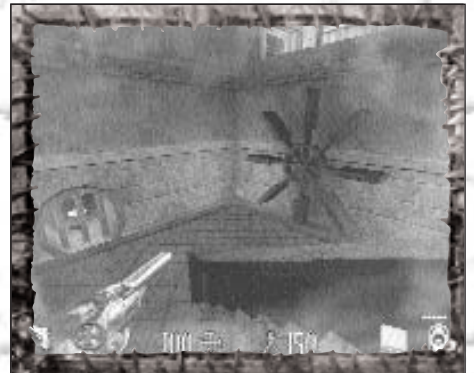
Walk to the large pool of water in front of you and jump in, swimming down to a pipe below and to your left. Swim through the pipe, take the first left turn and surface when you can. Now you can get the golden object—a sextant—you saw earlier. You will be using it in just a few moments. When you are ready, swim back to the large pool and climb up the ladder.



Inhabitants and Scarrows hate each other and often fight.



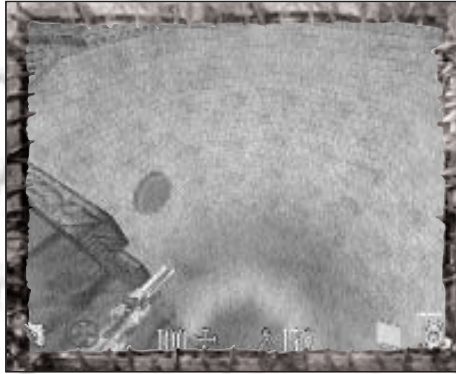
Stand on the pressure plate to the right of the door to open the grate.



You need the golden object you see in front of you, but you can't get it from this direction.

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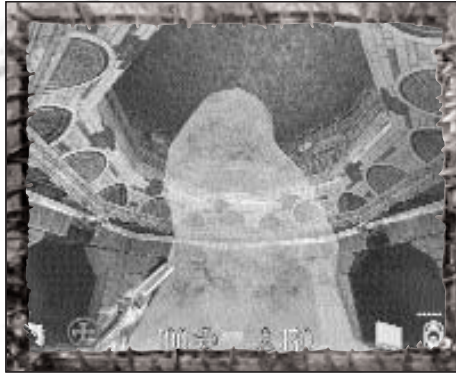
Walk around the pool to the far side. A pedestal here has several strange circles inscribed on top. Use the sextant you just grabbed. The wheels spin, and a huge change takes place in the pool. A large funnel of water appears. Jump in and swim up the funnel to the top. At the top of the funnel, straight across from where you placed the sextant, you see a part of the railing that looks different. Hit this, and it opens. Swim back up and climb onto the ledge you just created. Walk around this ledge to the blue portal on the left and go through.



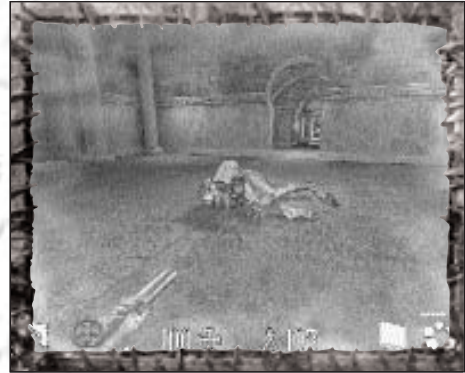
Swim through the pipe on the left.



Get the sextant, then return to the large pool.



The sextant helps you create this giant funnel of water.



The Hound of Gel'ziabar goes down to a concerted attack.

Once again, you are in a new part of Oneiros. Walk to the door in front of you and open it. Beyond it, you see a Hound of Gel'ziabar, just like the one that grabbed you after your fight with Ambrose. Use Dispel Magic on the barrier in front of the hound. You have to fight this beast now, but it's not as difficult as you might think—keep your Shield up and hit it with spells and weapons. When it dies, explore the area it was trapped in to find a mana well. Get this, then return to the room where you arrived.

Head through the door at right. Beyond are two arches. Go through either one—they lead to the same room. A huge metal pot rests in the middle of this room, and a small dial adorns the wall. Turn the dial, then ignite the wood under the pot with either a Molotov cocktail or your Skull Storm spell. There is steam rising from the pot. Go back toward the green portal you came through to get here.



In the room with the green portal, go up the staircase to your left. At the landing, you can go either left or right. Take the right-hand stairs and go through the doorway at the top. Follow the corridor to another doorway on the right. Duck inside this room and go up the steps. In this room, a fan connects to the ceiling and a large lever is on the floor. Pull the lever, and the floor below the fan opens. Steam from the pot below rises up and turns the fan. This opens a gated door. Enter it and get a key, then leave this room and go left in the corridor back to the large staircase.

You've taken care of the right side of the large staircase, now it's time to handle the left. Walk straight up the stairs and into the room beyond, to a gate with a keyhole next to it. Use the key you just got to remove the gate. Go through and down the corridor in front of you to the door at the far end. Open it and go inside.

In the middle of the room is a large sarcophagus. Push the lid off, and a ghostly presence emerges and walks to the doorway on the left side of the room. Follow its bloody footprints through the open door. Walk up the steps to the large pillar in the center of the next room.

The pillar opens as you approach, revealing a blue portal. Step inside to be teleported to another part of this area. A short cinematic plays as you teleport here, but nothing happens to you.



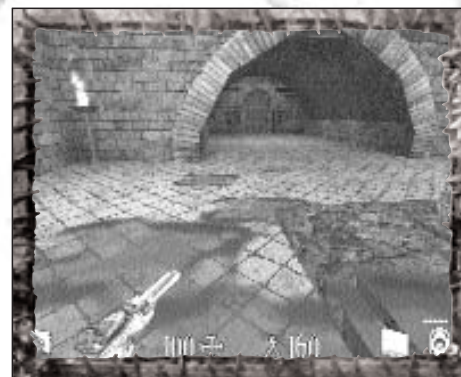
The pot is steaming. You must find a way to put that steam to use.



Steam from below opens the door, and allows you to get this valuable key.



Follow this corridor to the door at the far end.

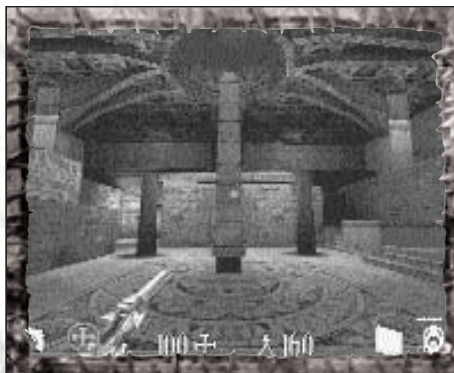


The ghost from the sarcophagus leads you through the door.

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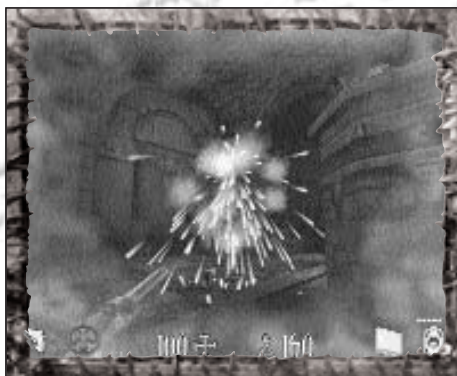
Step down from your arrival point and follow the red carpet to the door. This opens to a room with stairs on both sides and a large obelisk in the center. Avoid the stairs and the obelisk for now. Walk to the other side of the room and go through the door. The next room has a green portal on your left and a blue one on your right. Go through the blue portal.



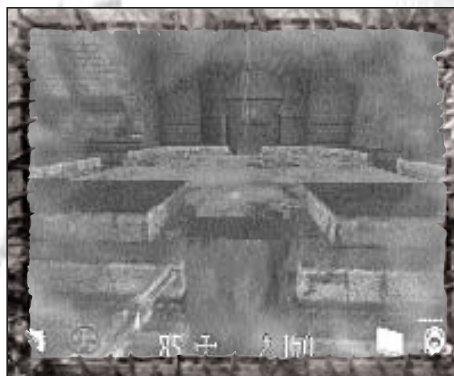
You'll deal with the obelisk in this room soon enough.

Activate your Shield spell in this dangerous area. Also, have your pistol out and loaded with silver bullets. Walk across the bridge. As you do, lightning strikes the building to your right. On the far side of the bridge, walk around the stone slab in front of you to a large central area. Kill the four Verago here rather than run from them. When they're gone, get the book off the pedestal on the left side of the room.

Read the new journal entry, then walk around to the far side of the central altar. Get a health vial, and use some fallen stone slabs to jump up to the center of the altar.



A Verago dies in a shower of sparks.

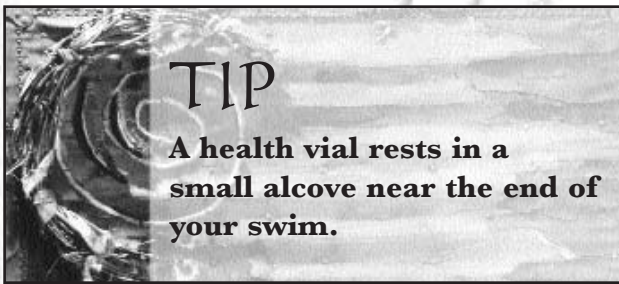


The altar is filled with blood. Unfortunately, you have to swim through it.



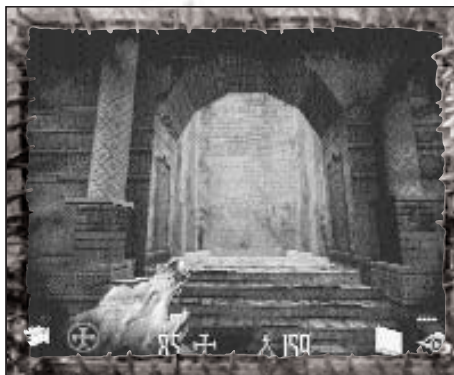
Swim down into the blood. Go all the way to the bottom and through the tunnel. Get the ancient artifact as you swim past it, then swim all the way up on the far side. You emerge near a giant statue.

Walk closer to the statue and use Scrye on it. The statue moves, revealing a huge, beating heart. Shoot this until it falls out of the statue, then take it. When you grab the heart, the room starts to fill with blood, allowing you to swim to the top.



Swim to the gated door near the top of the pool of blood. It opens for you. Walk up the steps beyond the door and exit the blood pool. Be cautious of Scarros here. Look right to find a blood waterfall. Walk through this to find an amplifier, then walk back through the blood waterfall and out the doorway on your right.

The doorway leads to an air tunnel that carries you up to the next level. Step out and walk toward the doorway at the far side of the room. Cross the bridge here and step into the air tunnel at the far side. Again, you are lifted up to a higher level.



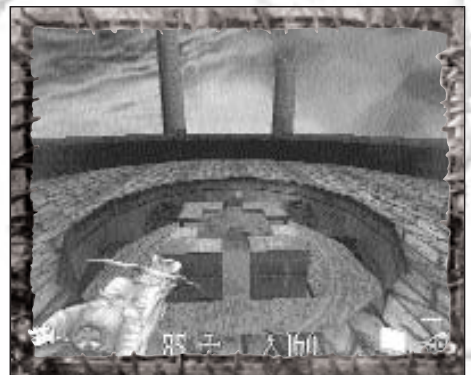
The doorway leads to an air tunnel.



This artifact comes in handy later in Oneiros.



Reveal the heart with Scrye, then grab it when your weapon dislodges it.



Watch out for Verago when you place the heart on this altar.

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Be careful—a couple of Verago fly around the altar at the top of the stairs. Head up to the shrine and place the heart in the middle of it. The shrine lowers. Drop into the new room below you.

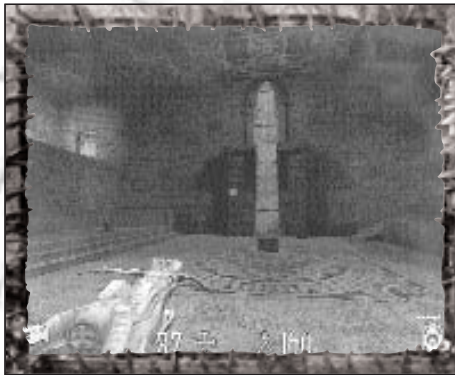
In the room below are two important alcoves. In the first, you find an Arcane Whorl, which adds to your ability to regain mana. Get this, then go to the alcove across from you and into the blue portal.

You have returned to the small room beyond the large obelisk you saw earlier. The blue portal in front of you will fade and disappear, but don't let this concern you. Go through the door on your right to return to the room with the large obelisk.

Walk to the obelisk and cast Scrye. The obelisk now has a green glow radiating from the inside. You should also see a blue portal in a small alcove above you. Walk around the obelisk and go up the stairs on the right side of the room. Continue up the next set of stairs. At the top, go to the door ahead of you and to your left.

In the room beyond is a small altar. Cast Scrye again, and the altar glows green. Walk to it. Place the ancient artifact you found in the blood pool on top of the altar. Turn around and walk back down the stairs to the obelisk.

At the bottom of the stairs is a lever across the room from you. Go over to it and push it. The obelisk rises, revealing a small shrine. Walk into this shrine to receive your final spell: Flight. You now have the ability to fly for short periods by holding down the jump button. Use your new power to fly up to the blue portal and go through.



You have returned to the obelisk area. It's time to discover its secrets.



Something definitely is inside the obelisk.



This altar glows with the same color as the obelisk.

CAUTION

Several other altars in this area allow you to place the artifact on them. Only the one in this room allows you to open the obelisk.



From your arrival point, turn left and walk toward the blue portal at the end of the long bridge. As you walk, lightning strikes the bridge and destroys it. Use Flight to reach the portal, and go through.

You arrive on a low platform beneath a huge castle suspended in the air. Use Flight to climb to the castle, traveling from platform to platform. Fight off a couple of Flickering Stalkers.



Lightning destroys the bridge, but you still can make it to the portal.



The obelisk reveals a new and useful spell.



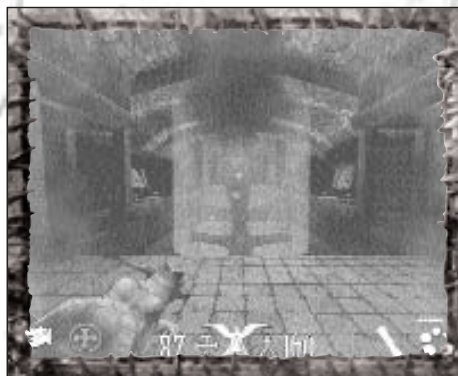
TIP

You can't fly for long, but you can get from one platform to the next. It's a good idea to fight the Flickering Stalkers from the ground rather than the air.

When you reach the castle, walk through the door in front of you. It reveals a huge, open area with a strange blue cylinder in the middle. Cast Shield on yourself and walk into this area. Your Shield starts to take damage immediately, but the center of this area holds an Arcane Whorl. Get it, then retreat to where you entered. Cast Shield again to keep from being hurt.



Use Flight to travel from platform to platform.



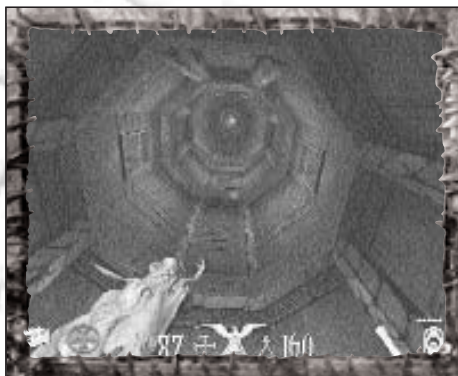
An Arcane Whorl rests in the middle of the blue cylinder.

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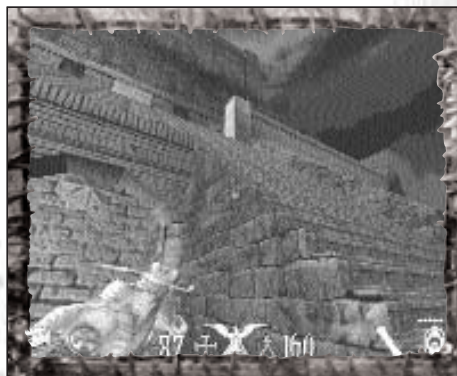
Back at the door, walk around the perimeter of this large room on the balcony overlooking the middle. Go to the door at the far end and walk through. Beyond, there is only one way to go: up. Use Flight to fly from ledge to ledge to the blue portal at the top, and fly through when you get there. This takes you to the final area of Oneiros and your confrontation with Keisinger.

Walk forward from your point of arrival and through the large door in front of you. Don't linger in this area. A Flickering Stalker here is not worth fighting. You emerge outside, on the side of a huge ziggurat. Turn left and jump to the wall, which functions as a staircase. Climb to the top, then run up the small staircase to your right and dash around the base of the tower to the right.

Move quickly. Not only is Keisinger in the area, a number of Verago also are here. Nothing is worth fighting yet, so run for all you are worth. When a section of wall collapses in front of you, use Flight to get to the top of it, then fly up to a ledge on the wall above. Here you see a huge staircase running up the side of the tower to the top. Sprint up.



The only way to go is up to the blue portal at the top of this tower.



Your confrontation with Keisinger takes place at the top of this huge tower.



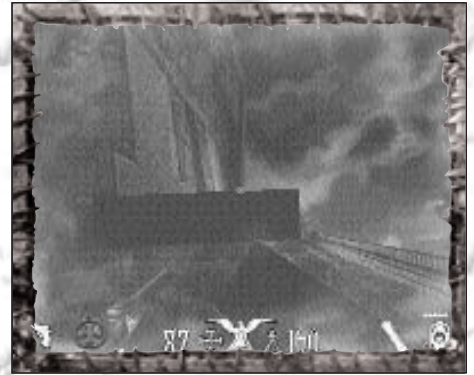
Along the way, the wall collapses several more times. Again, use Flight to hop over the fallen stones. Keep running until you reach the top of the tower. Here, you confront Keisinger.

The man appears to be mad with power. He tells you that he will kill you, and that nothing can stop him. The battle begins, and you must defeat Otto Keisinger on his own turf. He's very powerful, but you can kill him if you are careful.

In addition to his ability to fly, Keisinger uses three basic spells. The first is a Shield spell that is different from your own. His goes around his entire body, offering protection from both weapons and spells. It lasts only a few seconds, though. He also casts Lightning and Skull Storm spells. Of the two, Skull Storm is more serious. If it lands behind your Shield, you take massive damage.

Work with Shield and Ectoplasm. Keep your Shield up at all times, then switch quickly to Ectoplasm and hit Keisinger when his own Shield has dropped. Eventually, he flies into the hole in the middle of the tower. The floor slides away. When this happens, jump in after him.

You land on a metal grate that slides away from you. This happens twice more until you fall into a deep pit. Use Flight to land on one of the ledges around the sides of the room and start fighting Keisinger again. He no longer casts his Shield spell, but his offense has increased. He casts a powerful spell that creates a huge, dangerous creature of fire that attacks relentlessly.



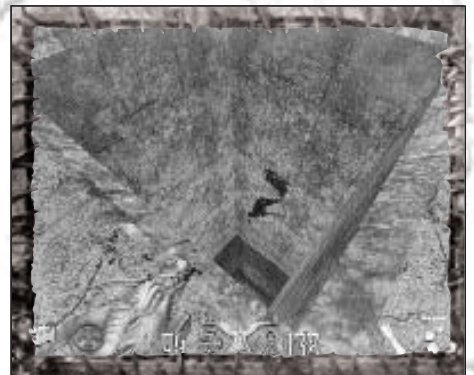
Flight is handy when the path is closed off in front of you.



Otto Keisinger's overconfidence will be his undoing.



Trading spells with Otto Keisinger. Keep your Shield up to win this fight.



Otto flees into the central pit. Jump in after him to finish him off.

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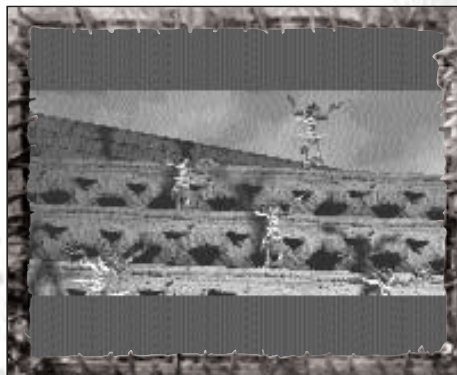
Keisinger is close to death. Keep your Shield up and hit him with spells when you can. Eventually, he falls into the huge pit below.

As you prepare to leave Onceiros, Inhabitants confront you. Rather than attacking you, they thank you for destroying Keisinger, and reward you with

a mana well. Thankfully, this battle is over. Keisinger is gone, and you can return to the manor to finish avenging Jeremiah.



The battle heats up below the top of the tower. It takes only a few solid hits to kill Keisinger at this point.



The Inhabitants reward you for destroying Otto Keisinger.





Aaron's Demise

Keisinger is gone, but two of Jeremiah's siblings still haunt the family and the manor. You can no longer rescue Jeremiah himself, but possibly you can preserve the family legacy. It's time to confront and take care of Aaron.

You have returned to the top of the tower where you jumped to Oneiros. Drop all the way to the bottom, and remember that the Inhabitants are now your friends. Don't attack them and they will leave you alone.

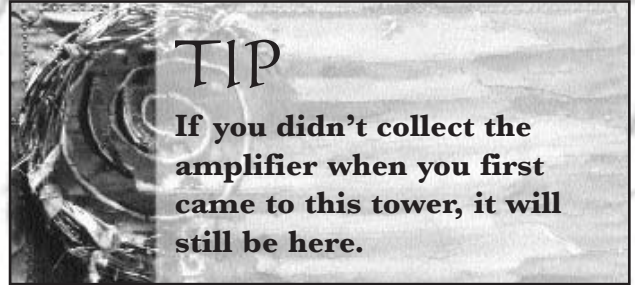
At the bottom, go through the door in front of you.

Step out into a small parlor. The doors ahead of you and to your left are both locked. Go right through the open doorway instead, then turn right and start up the short staircase.

You are confronted by Aaron, who cannot believe you are still here. When he finishes speaking, he turns into his revenant form and starts attacking you with chains. Cast Shield on yourself and run straight up the spiral stairs ahead of you and through the door at the top.

Follow the next hallway to the right and up the short staircase. Take a left through the doorway at the top of the stairs, then an immediate right past the doorway. Run straight ahead into the next open doorway. You should recognize where you are—you've run through here a couple of times.

Essentially, you are going to duplicate the run you made to get the Dispel Magic spell much earlier in the game, with a change at the end. Run down the steps and through the door across from you. As you run, Aaron appears and attacks you with his chains. Keep running forward through the hallways and doors until you come to the mirror. Turn left and go down the short staircase into the room below.



The way out of the tower is at the bottom.



Aaron is determined to make you leave or kill you.

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Aaron finds ways to attack you as you make this long run to safety.

Run through this room and out the door to the right. Make an immediate right through this door and go down the short corridor in front of you. At the end of this hall, go through the door on the left and speak with the butler. He gives you some information about Aaron and the key to open the gate in front of you. Unlock the gate and walk to the door beyond, which leads outside. Head through when you are ready.



The butler again proves his value by giving you information and a key.





Outside, turn right and look at the gargoyles on the balcony in front of you. Walk to the rightmost gargoyle and push it. It falls off the balcony and crashes to the ground. Jump over the balcony to the ground and walk into the hole created by the falling gargoyle.

Walk down the steps and through the door on your left. An Arcane Whorl here is well worth adding to your inventory. Leave this room and go straight until you see three doors. The door at left opens to a room with phosphorous shells; the door to the right reveals silver bullets. The central door opens to a small room with a broken wall. Look through the cracks, and you see Aaron's twisted, tortured body strung up in chains. When you are ready, walk back up the stairs past the gargoyle to the outside.

Walk around the grounds until you spot the balcony railing that has fallen. You can use this like a ladder to climb back up to the eaves above you. Back on the roof, turn right and climb the ladder to the next roof. Turn right. Jump across the courtyard to the low roof across from you—Haste makes this much easier. Once here, go through the open window on your left and into Aaron's studio.

Notice Aaron's ghost painting in the studio. It looks like a massive portrait of you! Walk around the balcony and collect the items, especially Aaron's journal. When you are ready, walk down the steps and confront Aaron himself.



The fallen gargoyle opens a new path for you to take.



Here are the remains of Aaron. Presumably, if you can get to him, you can lay him to rest.



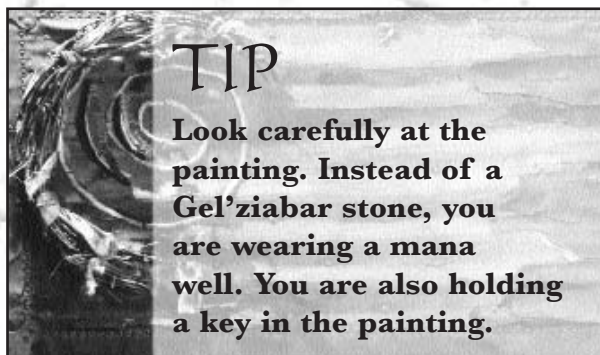
CAUTION

This is a very hard jump, and the fall damages you if you miss. Save your position before you try it.

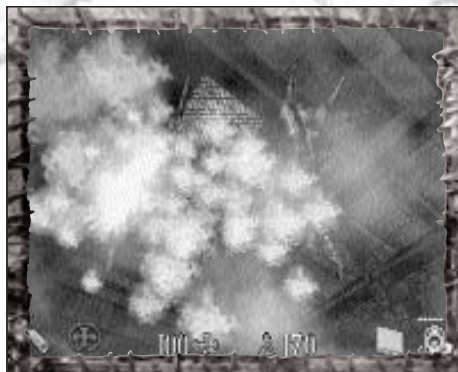


Use the fallen banister as a ladder to return to the roof area.

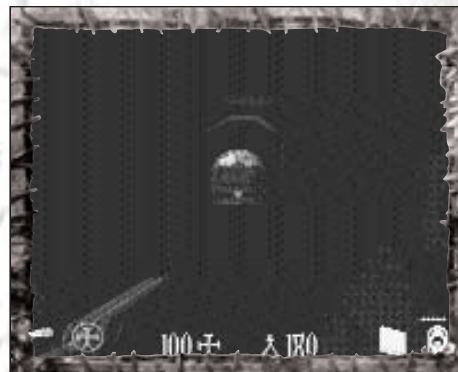
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When you confront him, Aaron continues to paint. It appears he is painting a huge Mon'to-shonoi about to kill you in the picture. When he is done, the largest Mon'to-shonoi you have seen appears behind you and moves to attack! Your best bet for this battle is to use Shield, then switch to an offensive spell. Use Molotov cocktails as well, because you can replenish your supply here.



Make sure your Shield is up. This massive beast can shred you in seconds.



The gate at the end of this tunnel takes you back to the gardens.

When the beast dies, the key falls out of the painting. Get this—it's the key to the gate outside the studio. You can also run back up to the top of the studio and get the mana well if you wish. You will have to use Haste and jump directly over or onto it. The fall will hurt you slightly, but it's worth it. When you are ready, leave through the door in the back corner.

This puts you back in the stable. Get the health packs off the table in front of you, then go outside through the open door. Turn right and walk forward, going right around the corner of the stable. Walk until you see an arch to your left. Go under it and to the gate at the end, which will take you back to the gardens.



Turn left and walk all the way to the end of the path. Go right and down the steps into a small courtyard. You encountered some Trsanti here when you returned from killing Lizbeth. Walk to the gate on your left and open it with the key you got from Aaron's studio. You now travel to Bethany's cottage.

Bethany's cottage is a dangerous area, but it contains a few items you desperately need. Walk down the path, ignoring the Jiles you see off to your right for now. Continue until you see a small stone cottage in the distance. Walk toward it, crossing over the shallow moat, and go inside.

Inside the cottage, go through the open doorway on your right and cast Scrye. You see Bethany doing something with the floorboards in the corner. If you investigate there, it appears that some of the boards are loose. Destroy these boards, either with dynamite (which you can find in the corner) or Skull Storm, then look into the hole.

In the hole is a key and Aaron's jawbone. Get them both, and you are greeted with the familiar sound of approaching Howlers. Be fast now, because you are about to be inundated with these beasts. The only good news is that this is the last time you have to fight them. Leave this room, take a right, and go through the doorway on your right, fighting off anything you see.

Head up the stairs and through the open doorway on your left. Equip Haste and jump over the gap to the other side. You find some ammunition and a health pack here, and it's a good vantage point to pick off a few more Howlers. Jump back when you are ready and walk out onto the balcony to your left, still killing Howlers.



You have the key for this gate now, so head to it and go through.



Bethany's cottage looks cozy, but it is a place of evil.



Bethany hides something under the floor in the corner of her cottage.



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From the balcony, jump onto the roof at right and crawl through the window to get the amplifier and more shotgun shells. When you pick up the amplifier, Howlers knock down the door, so be prepared for them. When the coast is clear, return to the ground floor and leave the cottage. Walk back toward the manor.

Along the way, you are attacked by two more of the giant Mon'to-shonoi. Use whatever weapon you can, and keep your Shield up to prevent them from slicing you in half.

There are two of them, but you should only have to fight one at a time.

When you have taken care of these giants, check out the small area with the Jiles. Use Lightning, which should kill each of them with a single hit. The area behind the Jiles holds phosphorous shells, shotgun shells, and health packs. Get everything you can, then return to the manor gardens.

Back in the gardens, walk up the steps at right and follow the stone path to the first door. This leads back into the kitchen. Go in and take the stairs up and into the room beyond.

As you go up the stairs next to the fireplace, Aaron appears again, still unable to believe that you haven't fled in terror. He switches back into his revenant form, and a few animated objects fly to attack you. Don't give anything the chance to hurt you. Run through the open doorway—the left-most one in the room. Once through it, go through the door at the back left.



The Howlers mean business this time. You fight off nearly a dozen in this area.



It seems there are always more Howlers to fight in the cottage.



More of the gigantic Mon'to-shonoi block your exit to the manor.



The Jiles are guarding a pretty good stock of items.

Now reverse a path you have taken a few times. Run up the spiral staircase in front of you. Go through the door and through the doorway on your right beyond it. Head straight across to the door opposite you and into the room beyond. Turn left and go up the stairs. If you look to your left now, you see the mirror that held the secret area where you got your Dispel Magic spell.

Turn right and run down the hallway. Keep going, past the room with the fireplace, until you reach the hallway beyond. On the left wall is a door. You got the key for this next to Aaron's jawbone, so use it now—this is Aaron's room.

To your right, you find a small desk with four Molotov cocktails. More importantly, a health pack and a key rest on the table straight ahead from the door. When you pick them up, you hear some strange noises and laughing in the hall. When you hear this, run to the side of the door and wait. The door bursts open, and a huge gust of wind tries to pull you into the hallway. When it stops, the door closes again. Open them and go left. Go all the way to the end of the hall, up the stairs, and out into the main hallway.

Back in the main hallway, go left, then make an immediate left. A Mon'to-shonoi appears in front of you. Kill it, then go to the door at the back of this short hallway. This opens into Bethany's room. Get your Shield spell and a good weapon ready and walk inside.



You approach your final confrontation with Aaron. Perhaps he senses this.



Welcome to Aaron's room.



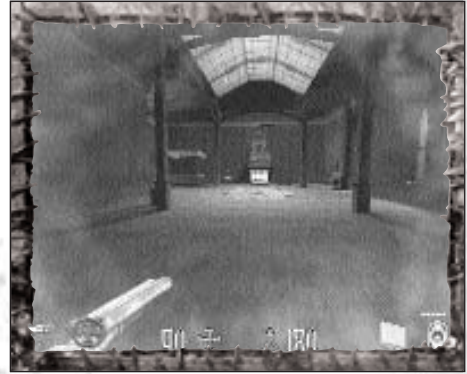
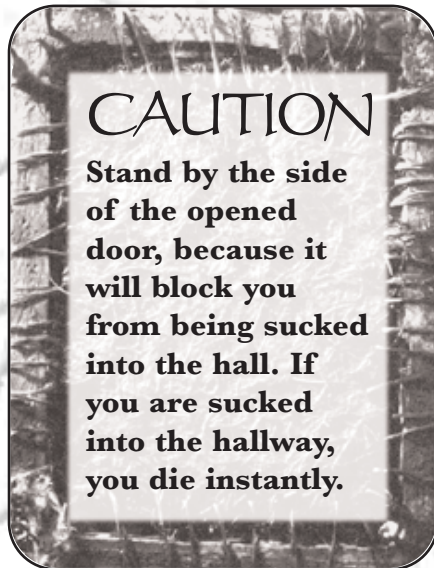
Brace yourself against the wall to avoid being pulled out into the hallway.

Chapter 6: The Walkthrough

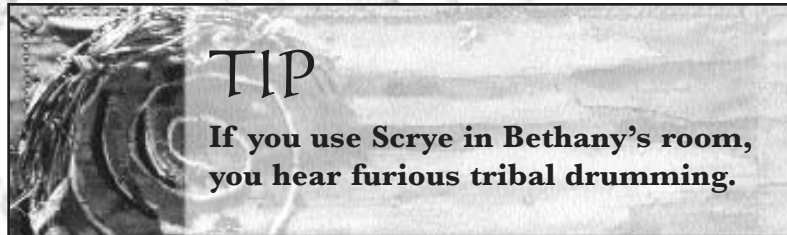
Only one thing is to be found in Bethany's room: her journal. When you pick it up from the table, Bethany appears in the mirror behind you, but she will not be there if you turn around. She tells you that you are out of your league. Unbeknownst to you, she has also opened a secret door into the room, and has sent a new creature to attack you.

The creature Bethany has sent to attack you is a Dri'nen. These powerful warriors can phase themselves to avoid your attacks and close with you quickly. Your Shield helps, but you must also be quick. Use spells when you have distance, and when the Dri'nen phases itself, run and turn around to take the brunt of its attack on your Shield.

When your battle is over, run through the secret door that revealed the Dri'nen, and down the ladder. This takes you to a crypt beneath the manor.



What mysteries will you find in Bethany's room?



Bethany is not pleased that you presumed to steal her journal.



You enter your first battle against the deadly Dri'nen.

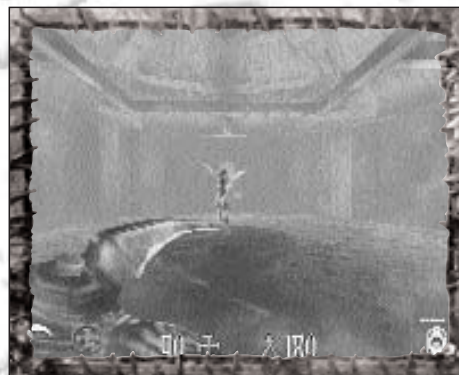


In the crypt, equip your Scythe and walk forward, taking every right turn until you find Aaron's tortured body. Walk up to it and place his jawbone back into his skull. This reanimates his body, and he begins to attack you with his chains.

Keep your Shield up and attack him with your Scythe. Essentially, you are trying to lop off one of his arms. When you do, he retreats to the center of the room and attacks with his chains from a distance. You can't get close enough to attack him now, nor can you hurt him.

The way to stop him is to get him to attack while you are standing behind some of the chains dangling from the ceiling. His chain becomes entangled, allowing you to run up and remove his head.

After the battle with Aaron, you are visited by a terrible dream of primitive tribesmen. As the pounding of their drums and their chants reach a terrifying climax, you are thrust out of the normal world and into Bethany's realm of Eternal Autumn.



You have found Aaron's body at last.



Aaron forces you away and attacks with deadly accuracy using his chains.



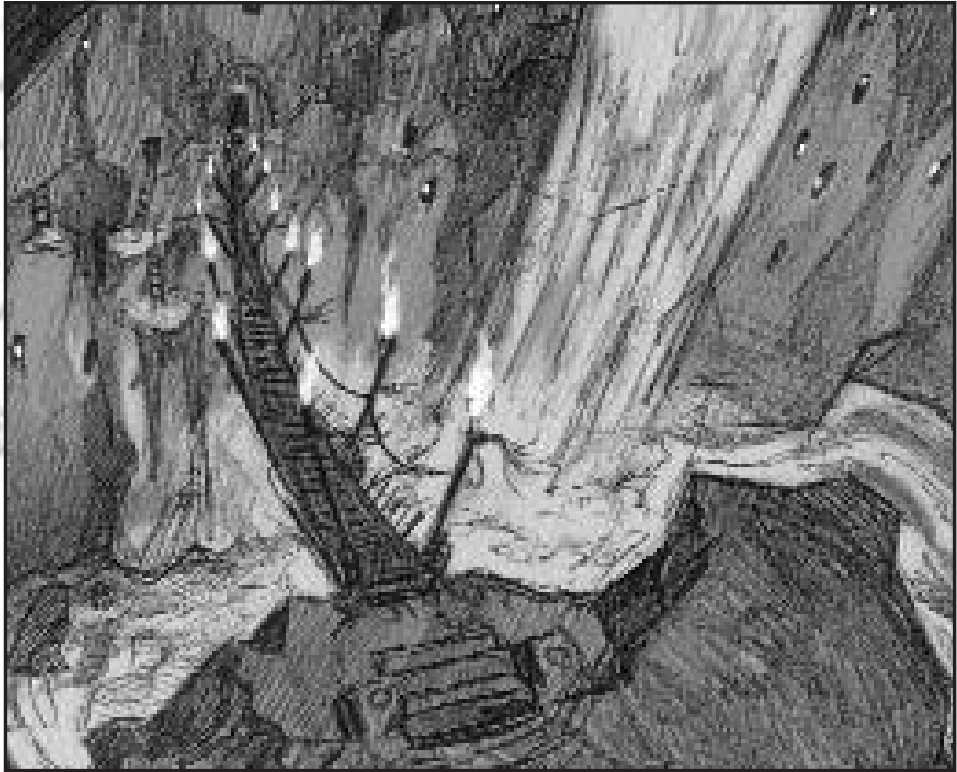
A satisfying end to a terrible battle.



Eternal Autumn

You awaken from your torturous sleep in a new world. Four of the five Covenant siblings are dead. Only Bethany remains. This is her realm, much as Oneiros was Keisinger's. Confronting Bethany here will be difficult, but you have no choice.

Walk to the bushes in front of you and get the healing root. Cast Shield right away and switch to a good weapon, because getting the healing root triggers an attack by a Sleed, a sort of land piranha. Kill it, then turn and go up the path. You see a book on the ground. As you approach it, Bethany appears briefly and curses you before fading away. Read the book—it's from Bethany, "welcoming" you to her world of Eternal Autumn. Continue up the path after you read the book.



NOTE

This is a mystical realm, much like Oneiros. You again have the ability to use your Flight spell.



You spot a couple of Jiles on your path. These are handled easily with Lightning. When you are past the Jiles, cast your Shield spell if you haven't already, then switch to Ectoplasm. A little farther along the path, you have a major run-in with more Slead. Ectoplasm and a hasty retreat is the best way to deal with these pests.

Keep going until you spot a waterfall. As the path opens, you see another Jile to your right, and a tribesman attacks from the left. This tribesman is called a Jemaa, your most frequent enemy in Eternal Autumn. Kill him and the Jile. The Jemaa drops a new weapon for you—the speargun.

Ahead of you, a hollow log spans the water. Inside the log and on top of it are more healing roots. Get them both (use Flight to get the ones on top) and continue up the path.

Beyond the log, you find a couple more Slead and a Dri'nen. Kill them both, then take care of the Jile in the back corner of this area. Continue up the hill when you have recovered.

Very few combats in this world are simple; the next area demonstrates this. Three Jiles and two more Jemaas lurk ahead.



Bethany's presence is very strong in this world.



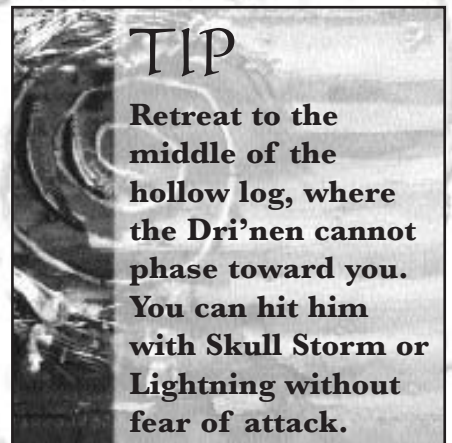
Slead are annoying, mainly because they are hard to hit.



Big, ugly, and ferocious, Jemaas dog your footsteps through most of this realm.



All battles with Dri'nen are tough. Keep your Shield up at all times and keep moving.



TIP

Retreat to the middle of the hollow log, where the Dri'nen cannot phase toward you. You can hit him with Skull Storm or Lightning without fear of attack.

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Lightning quickly handles the Jiles. Take care of the Jemaas however you wish (the speargun works well, as does the Scythe). More healing roots lie off to the right, in an area overlooking the river. When you are ready, continue up the mountain.



The Scythe of the Celt quickly decapitates Jemaas.

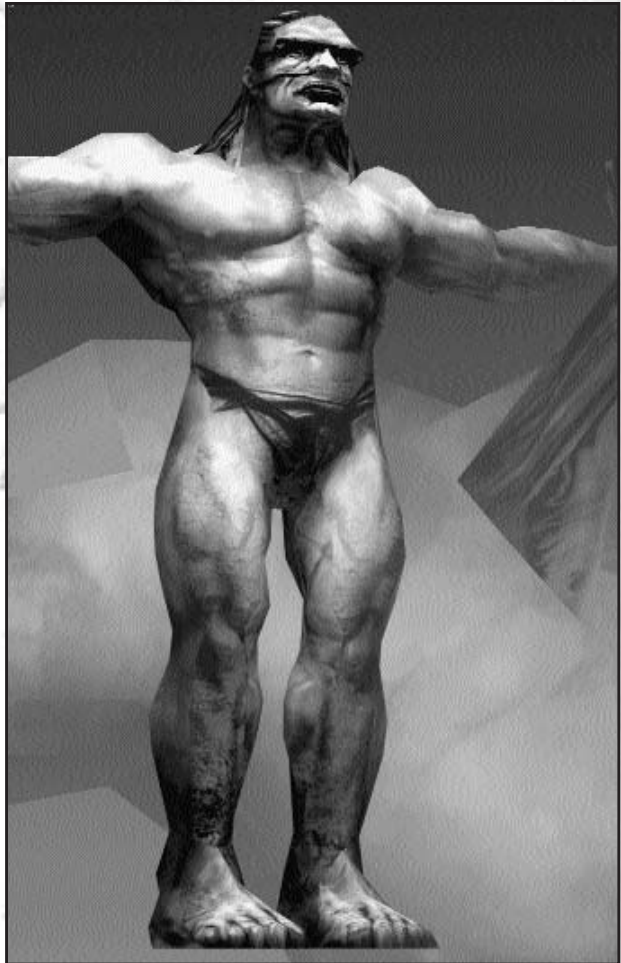


The chief is harder to kill than a normal Jemaas.

As you continue, you run into a few more Slead and another pair of Jiles. Beyond them, a great bolt of lightning strikes the ground ahead of you, and you move into the next area.

Here the music changes, a clue that you are approaching more Jemaas. Continue to walk up the mountain. Two more Jiles are straight ahead of you, one on your level and one on the mountainside at right. Hit them with Lightning, then switch to your speargun. As you walk forward, a massive bolt of lightning strikes the tree in front of you, and a Jemaas chief attacks. He is similar to a normal Jemaas, but much stronger and harder to kill. Keep your Shield up. When he is dead, continue up the mountain.

More Jemaas and Jiles wait at the crest. The speargun/Lightning combination works well against both. You can also use Lightning on the Jiles and use the Gel'ziabar stone to knock the Jemaas off the side of the cliff. Continue up the path, fighting back additional Jemaas, until you see a small camp.

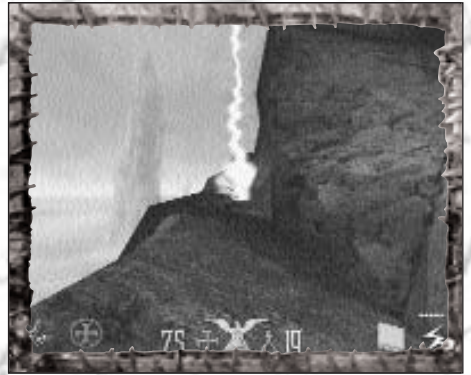


In the camp, a couple of Jemaas must be dealt with. Also, the cliffs ahead of you harbor a couple of Jiles. Kill everything, and stay alert to Jemaas attacking from behind. When you can, run into the tunnel ahead of you and go through the door. Continue to the door at the end of this short tunnel.

Beyond the doors, you find a small cave with a single Jemaa. Kill him, then turn to the right and exit through the door. A second Jemaa immediately beyond this door charges you, so make sure your Shield is up. Walk into the next room. There is a door on your right and one on your left. You'll get to the right door eventually. For now, go through the left one.

Follow the path down and around the slope until you come to a bridge. Cross it and kill the Jemaa on the other side. Just beyond him, around the next corner, another Jemaa waits for you. Kill him as well and move into the temple.

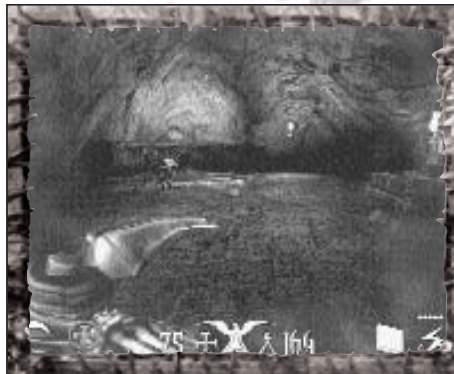
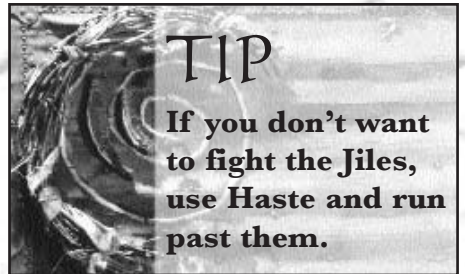
Move very quickly here. Walk on the narrow ledge around the room and up to the altar on the far side. Push against the altar, then turn around and run out as quickly as possible. If you don't hurry out, the door seals



Lightning in combination with the speargun is incredibly powerful.



The camp isn't heavily guarded, but you must fight Jemaas.



This Jemaa is unaware of your presence.



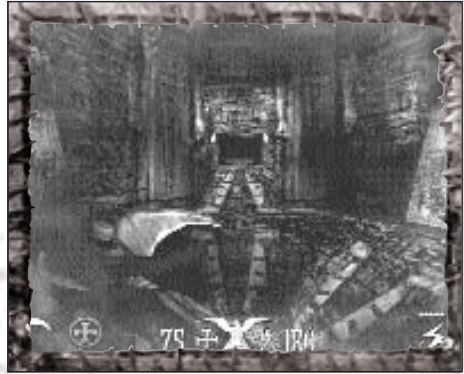
The Scythe of the Celt makes short work of Jemaas if you catch them unaware.

Chapter 6: The Walkthrough

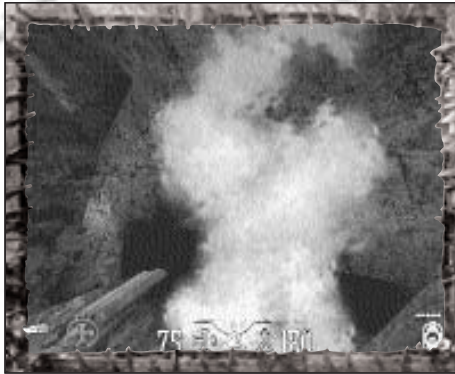
you in, and the room fills with lava, killing you quickly. Run back toward the bridge.

Cross the bridge and go up the ramp to the left side. Go all the way through the room in front of you to the door on the far side. When you go through it, you see a massive gout of flame in front of you. Stay to the right and go up the ramp to the top.

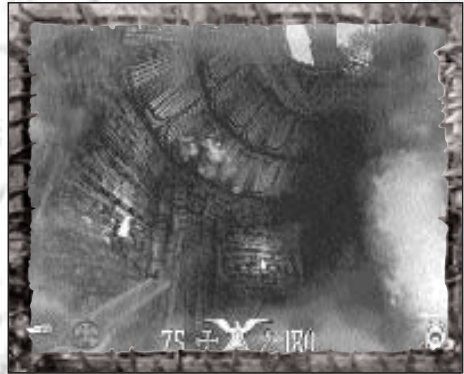
Another Jemaa waits at the top of this ramp. Kill him and go around the corner into the next room, toward the flame in the center. There is a Phoenix here, much like the ones that Keisinger hurled at you just before you killed him in Oneiros. Destroy it, then look around the room. On the right, toward the back, you see a wall sconce that is not lit. Fly up to it and push it. This opens a window, creating a draft that temporarily pushes the flame away. When it does, fly up and grab the symbol you see. This is your final weapon: the phoenix. When you get it, the door opens. Leave when you are ready and walk down the steps.



Move quickly to escape with your life.



This giant flame may startle you, but it won't harm you if you stick to the path.



The Phoenix is a dangerous opponent.

TIP

Be very careful flying up to get the phoenix weapon. The flame burns you terribly if it touches you, Shield or no Shield.

As you walk down the corridor, you start to see clay pots on the ground. Smash them and you gain a few valuable items. From this point forward, clay pots potentially hold several items: phosphorous shells, silver bullets, spears, phoenix eggs, and healing roots—as well as Slead. Some are empty.

Keep going until you come to the edge of a cliff. There is no way to go but down, so step off. Use your Flight spell to slow yourself and cushion your landing. At the bottom, turn left and start up the mountain.

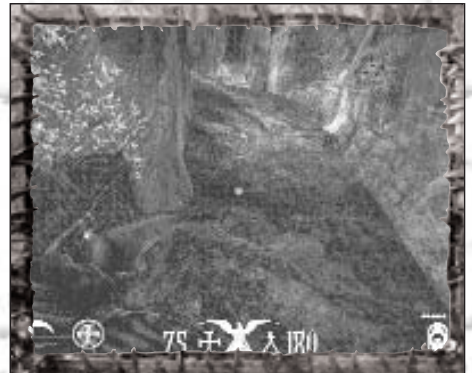
As you do, pairs of Jemaas attack. Battle them with whichever weapon you prefer. About half of these Jemaas are armed only with short spears, so you may wish to conserve your own spears. Keep going until you start drawing spear fire from across a chasm.



Flip this switch to gain access to your final and most powerful weapon.



Smashing pots sometimes reveals valuable items.



Use Flight to keep yourself from being smashed to bits when you hit the ground.

TIP

Once again, you can use the Gel'ziabar stone to knock the Jemaas off the side of the mountain.

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Be careful as you run past this area. Jemaas across the chasm continue to fire spears as you run past, which allows them to strike behind your Shield. Also, some jump across the chasm to attack you at close range. Get past as quickly as possible and continue up the mountain.

You fight a couple more pairs of enemies until you reach the end of the path. Look down to see the entrance to a small cave. Drop off the cliff, using Flight to keep from smashing yourself on the ground. Destroy the pot outside the cave and go in, being wary of a group of Slead. Continue down the path into the cave, breaking pots as you go.

As you move into the next area, cast Shield on yourself and switch your active spell to

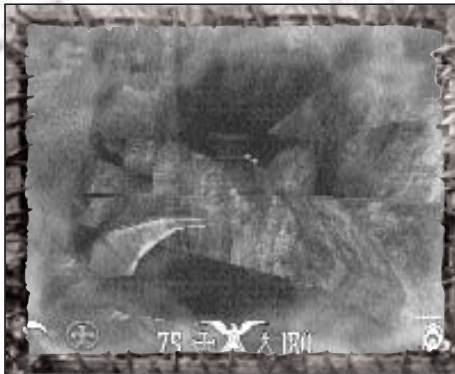
Haste. Move through the narrow tunnel until it opens to the outside. Two Jemaas in front of you guard a long, narrow bridge.

Speed is your best friend in this deadly area. Cast Haste and run across the bridge, zigzagging to avoid spears being fired from behind you. More Jemaas appear both in front and in back of you as you cross the bridge, but you can't stop to fight them. Just keep running, casting Haste again when your spell runs out. Once over the bridge, bear right and follow the path around the corner and into the next set of tunnels. Keep running.

In the next area, walk up the slope and up the stairs at left. You emerge in a cave with pots scattered around. Smash them all and get the items, then go up the steps at right. This opens into a much larger cave with three possible exits. The area to the right has only a few pots, one of



Jemaas attack you continually along this path.



The distant Jemaas have accurate aim, making this a dangerous area.



Drop down to the lower platform and go into the cave.



Speed is of the essence in crossing this narrow and dangerous bridge.



which holds healing roots. Get these and return to the large cave.

Walk straight ahead, following the cave all the way around to the left. Another small cave has a couple of Jemaas in it. Kill them and smash the pots, then return to the main cave.

Now go up the central stairs out of this cave. Keep your eyes trained above and to the left. A Jemaa standing on a small ledge above you waits to ambush you as you walk past. He's counting on a second Jemaa, who is running down the stairs toward you, to distract you so he can slaughter you from behind. Take the Jemaa on the ledge out first, then deal with the second Jemaa. Go up the stairs when both are dead.

At the top of the stairs, turn left. Another set of stairs here leads farther up into the caves. Take this up and into the next area of the Jemaa caves.

Continue forward until the path stops. Kill off the Jile and look around. A large piece of wood with notches in it is off to your right.

You can use this primitive ladder to climb to the platform above you. These ladders become common from this point forward.

In the next room, a Jemaa stands guard at a large fire pit. Kill him and explore the room for items in pots. You can leave via the stairs when you are ready.

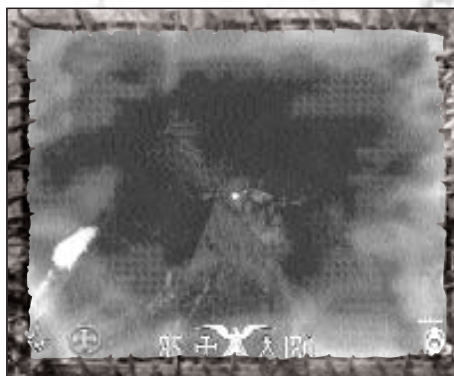


This large cave has a few secrets to find before you move on.

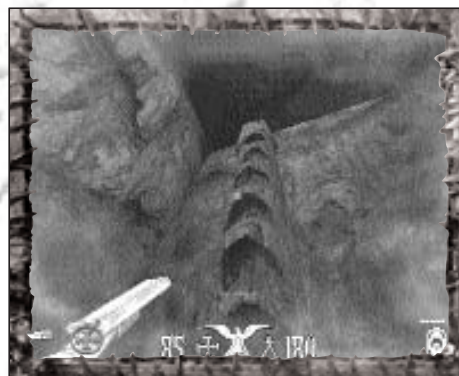


TIP

You can also smash hanging bags. Some contain items.



Watch out for this Jemaa waiting to ambush you.



These primitive ladders come in handy in the Eternal Autumn.

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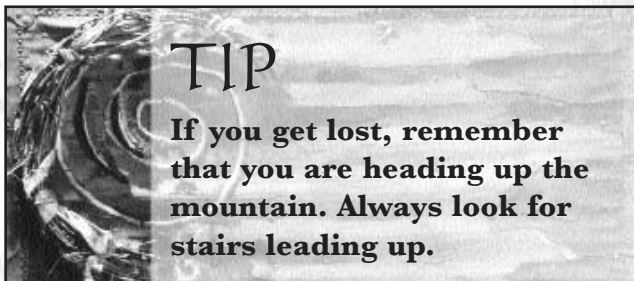
Keep going up staircases as you come to them. You run into a few more enemies, mainly Jemaas and Slead. Nothing should be too difficult for you, but keeping your Shield active is a good idea.

As you continue, you find another Jile in the path. Kill it and prepare yourself for trouble. You should hear the sounds of fighting ahead of you—Jemaas fighting with a Dri'nen. Unfortunately for you, Jemaas are no match for the phasing warriors. When you mount the stairs, the Dri'nen waits for you.

Take a look around after you kill the Dri'nen. A disturbing sight greets you. Dead and mutilated Jemaas are impaled on the rafters and ceiling. Jemaas are your enemies, but this goes beyond the boundaries of war.



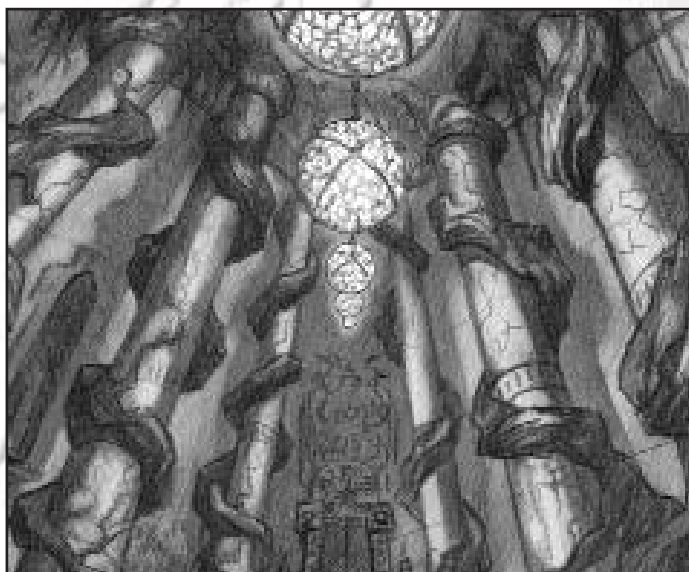
Twisted and mutilated Jemaas tribesmen decorate the tunnel.



A single Jemaas or a couple of Slead shouldn't be hard for you to defeat.



A Dri'nen, even one who just fought off a few Jemaas, is a tough opponent.



Continue past the dead tribesmen and down the tunnel. There's only one way to go, so you shouldn't worry about getting lost. At the top of a staircase, you discover that not all the Jemaas are dead. Two more move to attack you. Dispatch them and continue along the path.

Walk into the next room. A pair of Jemaas guard a large wheel in the center. Kill these tribesmen off, collect all of the items from the room's pots, then turn the wheel. As it spins, it opens a door on the far side of the room. Take this door, which leads to a huge cavern.

You must now run a long, dangerous gauntlet of Jemaas. Keep moving forward, keeping the waterfall to your left.

You see a cave to your right, which you can ignore for now. Keep going up the path until you see a row of four pots to your right. Smash them, get the Molotov cock-tails and phosphorous shells inside, then run back to the cave, now on your left.

The cave harbors a few Jemaas to fight and a lot of valuable pots to smash. Be wary of someone sneaking in and hitting you with spears from behind. Continue through the cave (there is only one way to go) until you emerge on a high ledge with pots, all of which contain silver bullets, phosphorous shells, or healing roots. Get them all, then look down. Pick off the Jemaa below you, then drop down, using Flight to cushion your landing.

Back on the ground, continue down the path, keeping the waterfall to your left. You fight additional Jemaas as you travel down this trail, but they shouldn't be too much for you. Keep going until you find a doorway off to your right. Head through and into the next area.



An accurate hit from a Jemaa speargun destroys the Shield.



The wheel in the middle of the room opens the door.



Smash these four pots, then go back to the cave that you passed.



Nothing's more fun than ambushing someone trying to ambush you.

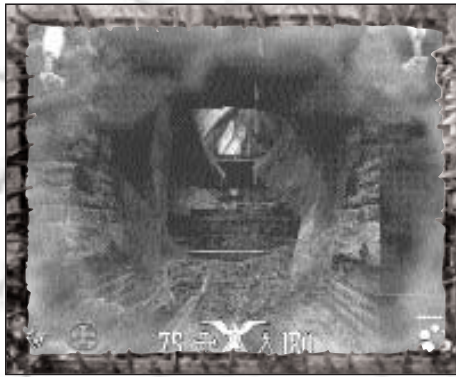
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Walk forward until you see a large tower in front of you. Jemaas man these guard towers, and come out to fight you as you pass. Investigate the towers for item-containing pots if you wish.

Past the first tower, you have a choice. The area to the right is a confusing maze of platforms and towers. It also contains a few Jemaas and only a couple of items. For the most part, it isn't worth the trouble to explore. Instead, continue up the path in front of you, investigating each tower as you come to it.

Keep moving forward, clearing each tower you come to until you find a large collection of towers at the end of the path. You know you are getting close when you start seeing dead Jemaas pinned to the walls of the buildings.

Walk up the hill to your left, getting healing roots as you go. This short path ends at the door of a tower. There's nothing in this tower, and it doesn't lead to anything. Use Flight to get up to the ledge above you. Continue up the path, which leads up the side of the cliff.



This doorway leads back to the outside.



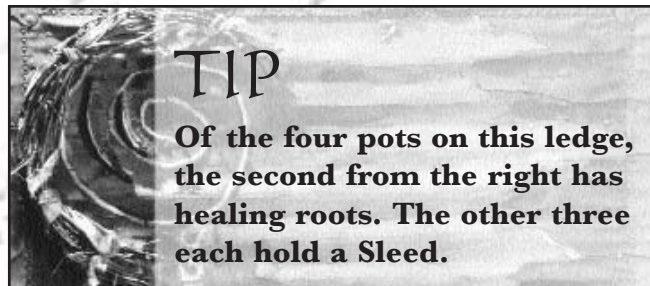
Jemaas guard their territory tenaciously.



Jemaas often snipe at you from the top floor of the towers.



The dead Jemaas speared to the wall on the right indicates you are close to the end of the path.



TIP

Of the four pots on this ledge, the second from the right has healing roots. The other three each hold a Sled.



Around a corner in the path, you see another tower with a Jemaa on the top. Kill him and look at the end of the path. A door here is locked, with no apparent way to open it. Go back and take a look at the tower next to you—the one the Jemaa that you just killed was standing on.

The tower has an open window. If you fly through it, you see a large wheel in the center of the room. Push this, and the door outside opens. Fly back to the path and enter this large door. Start walking down the path, past the bodies of more sacrificed Jemaas.

Walk very carefully in the next area. When you see a dead Jemaa on the side of the wall ahead of you, be especially cautious. A small ledge to the right of the dead Jemaa contains three Jiles. Hit them with Lightning and continue down the path to the next room.

The next room is no easier. Move in carefully and try to get the drop on the Dri'nen standing guard at the door opposite you. When it is dead, walk back outside.

A massive river lies ahead, and must be crossed. Use your Flight spell to fly to the boulders in the river. Rest on them to recoup your Flight. Go all the way to the far side.



Kill the Jemaa on the tower before examining the door at the end of the path.



Turning the wheel in the tower opens the door into the cave.



Head into the cave to continue marching up the side of the mountain.



Three Jiles above you make travel through this area unpleasant.



Move carefully, and you can get in a strike on this Dri'nen before it spots you.

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Once again, you are in an area of towers. In the first, just ahead and to the left of where you arrive after crossing the river, you face another Dri'nen. Kill it and investigate the tower before leaving. Continue down the path.

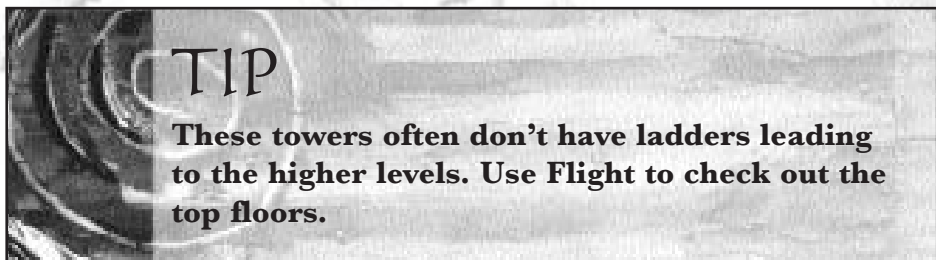
Outside, you fight another Dri'nen in the camp beyond the first tower. Keep moving, and you spot a Handmaiden. You've seen one once before—at the Standing Stones, when you got the Shield spell. Kill her and continue up the mountain, exploring the towers for additional items. Ahead, the path ends at a large door. A second Handmaiden waits here, as well as a Jile. Hit the Jile with Lightning, then turn your attention to the Handmaiden. When she is dead, walk to the door and go through. Your final confrontation with Bethany and the Undying King is close at hand.



The boulders make a handy place to recharge your Flight spell.



Another Dri'nen awaits in the first tower.



TIP

These towers often don't have ladders leading to the higher levels. Use Flight to check out the top floors.



A Handmaiden's presence indicates you are getting close to Bethany.



After this battle, you move to confront Bethany.

The Final Battle

The final battle approaches. You have fought your way through countless enemies and over hundreds of obstacles to reach this point. Bethany and the Undying King are close, and they await you. Your failure would doom the world to a terrible fate under their joint rule. If you win, no one will know that you have single-handedly averted this horror. Still, you have no choice but to fight.

As you might expect, battles in this final area are extremely difficult. Get the healing roots from the back corner of the room you are in and walk to the large doors in front of you. The room beyond looks safe, but this is a ruse. Two Jiles hide behind damaged walls in this room. The first is to the immediate right as you enter, the second is in the back corner. Blast the walls with a fully powered Skull Storm, which should both destroy the wall and kill the Jiles beyond.

When you have recovered, step carefully into the next chamber. An open door to the right leads to another room. As you walk into the first room, bear left to get the healing roots, then turn your attention to the open door. A pair of Dri'nen move in to attack you.

Kill both Dri'nen before you continue into the next room because two more attack as soon as you enter. If you handled the first pair, you should be able to take care of this pair. Be careful, because items in this room restrict your movement. When the two Dri'nen are dead, the door leading out of this room opens.



A quick blast with Skull Storm handles the Jiles nicely.

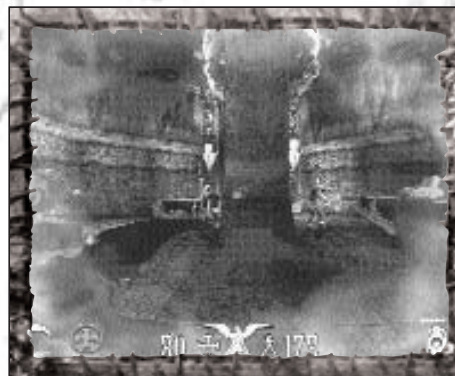


TIP

Next to the Jile in the back left is another healing root.



Fighting one Dri'nen is hard enough. Two is a nightmare.



Once again, it's a battle against a pair of Dri'nen.

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After these two battles, you should be ready for anything. Charge up the stairs out of this room and into the next area. Healing roots and a single Dri'nen wait here. Handling the Dri'nen should be simple considering the battles you've just survived. When you are ready, go up the next set of stairs.

The good news is that you face your last battle against Dri'nen at the top of the stairs.

The bad news is that, once again, there are two of them, and the room contains six large pillars that make moving around difficult. The doors to the outside will not open until you have defeated them.

Leave when you can.

You walk outside again. Follow the path through the buildings. Don't concern yourself with the buildings themselves—there's nothing of value in them and no enemies inside. Three Handmaidens wait on the path in front of you, though. Take them on one at a time, using silver bullets to kill them quickly.



TIP

If movement is a problem, run back into the previous room. The Dri'nen follow, but you have more room to maneuver.



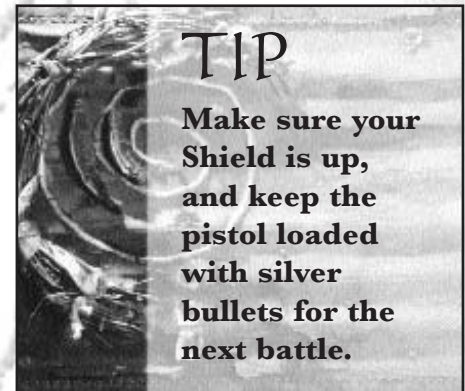
One Dri'nen should be no trouble after your battles against two at once.



Your last fight with Dri'nen is the hardest yet.



A full pistol's worth of silver bullets kills a Handmaiden.



TIP

Make sure your Shield is up, and keep the pistol loaded with silver bullets for the next battle.



After you kill the third Handmaiden, look up the long hill next to you. Your goal is the peak, and nothing more should stand in your way. Walk to the top.

At the top, Bethany greets you and tells you that the Undying King is coming. She tells you that nothing will stand in his way—or hers. When she finishes, she prepares to attack you. Get ready for your next-to-last battle.

When the cinematic is over, cast Shield immediately. Bethany is not alone. For the first time, you have to deal with not only a powerful boss enemy, but some minions as well. Two Handmaidens are with her, one ahead of you and one behind, and

Bethany summons a pair of Flickering Stalkers to attack you. You also have to contend with Bethany's spells. She casts a destructive force that leaves small pools of acid on the ground. If you walk over one, it explodes, causing damage to you and your Shield.

Your best bet is to take out the Handmaidens first, because their Lightning spell destroys your Shield quickly. Then take down the Flickering Stalkers. Use the Scythe on them if you can, because this gets you ready for the final strike on Bethany.

Bethany is invulnerable most of the time. However, she becomes weak after she summons a monster. With the Flickering Stalkers dead, she again summons a minion, usually a giant Mon'to-shonoi. As soon as she does, fly up to her and hack off her head with the Scythe.

Bethany's death triggers a terrible change in the landscape. The Standing Stones you visited earlier shoot up through the ground, surrounding you. You are visited by



Your penultimate battle takes place at the top of this hill.



Bethany curses you and prepares to attack.



The battle begins, with Bethany summoning beasts. Watch out for the Handmaiden behind you.



Bethany prepares to conjure a creature to replace her Flickering Stalkers. She's vulnerable after she casts the spell.

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visions of the people you have destroyed on your journey: Aaron, Otto Keisinger, Ambrose, and Lizbeth. Something very bad is happening. When your visions end, you find yourself transported to the Standing Stones.

You are in for a terrible shock. Jeremiah is alive, and he is waiting for you at the stones. He is surprised you have come this far, defeating his entire family and Otto Keisinger in the bargain.

As Jeremiah talks, you learn the depth of the curse surrounding his family and his own madness. Many years ago, he and his siblings awakened something beneath the Standing Stones, something that has held them in a terrible grip ever since. Jeremiah says he needs the Gel'ziabar stone to break the hold that the Standing Stones and the Undying King have over him. But when the hold is broken, he himself will become a terrible evil on the face of the world.



The battle with Bethany is over, but your final battle is just beginning.



Jeremiah is alive, or at least present.



Jeremiah explains his family's curse.

NOTE

If you remember, when Ambrose “killed” Jeremiah, there was no blood. Now you know why.



You thought Jeremiah was dead, but he tells you that he was already dead. He died the day he saved your life on the battlefield in the war, but he was called back to serve the Undying King. Only the Scythe can destroy him fully, just as it was the only thing that could destroy the other members of his family.

Now he is the only remaining Covenant. With the Gel'ziabar stone within reach, he can end the curse and claim what he thinks is his rightful place. Unfortunately for him, you are still armed with the Scythe of the Celt. Use it to remove Jeremiah's head, this time permanently.

Now another terrible transformation takes place. Lightning from the Standing Stones strikes Jeremiah's body. His body is tossed aside, and the Stones themselves explode off the small island. From inside the central Stone, the Undying King arises.

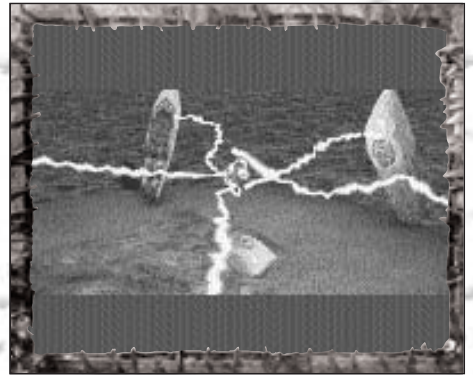
Once out of his coffin, the King grows into a terrible monstrosity, expanding until he is larger than you thought possible. He towers over you, prepared to end your existence and begin his reign over the world.



Ambrose's cut did nothing to Jeremiah except give him an excuse to disappear for awhile—and instill in you the rage needed to destroy his family.

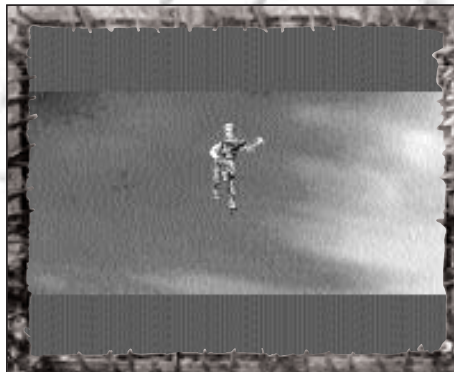


Jeremiah is finally laid to rest.



Jeremiah's body is flung aside by the power from the Standing Stones.

The Undying King has risen!



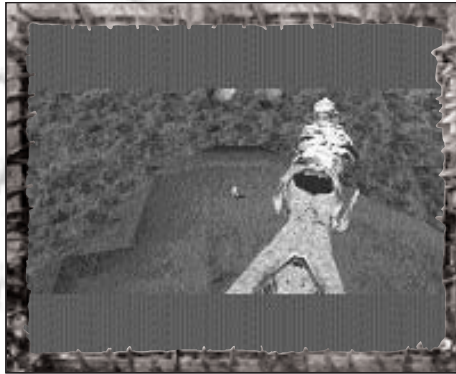
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The battle with the Undying King is the longest, most difficult struggle you face. First, you must make the King vulnerable. Then you must slay him.

To weaken the King, destroy his front two arms. This isn't easy, but you can take care of it from a distance. Your pistol does the job admirably. While you do this, the King launches attacks at you. Keep Shield as your active spell and replenish it whenever it is seriously weakened.

When his front arms are gone, the Undying King changes the way he fights. His huge maw opens and starts to suck you in. If you are pulled into the maw, you are destroyed instantly. To shut it, fire a weapon or a spell into it. The King's two arms swing forward to protect the mouth, and the King's head opens.

You now have a couple of seconds to act. When the head opens, the King's brain is revealed. Strike at it, using the phoenix or a spear powered up with Lightning. You must switch back and forth between striking the mouth to close it and striking at the brain when you can.



The powerful Undying King is ready to do battle.



You find both dynamite and phoenix eggs on the island.



The King attempts to pull you into his huge mouth. It's instant death if he succeeds.



With his mouth shut, the Undying King's head opens. This is where he is vulnerable.



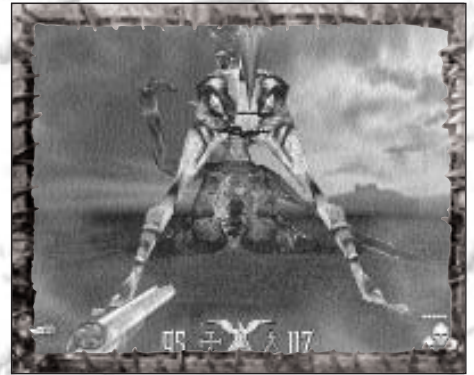
Because you can steer it, the phoenix is a great weapon against the King.



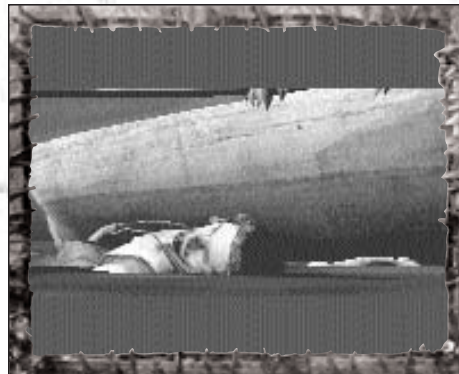
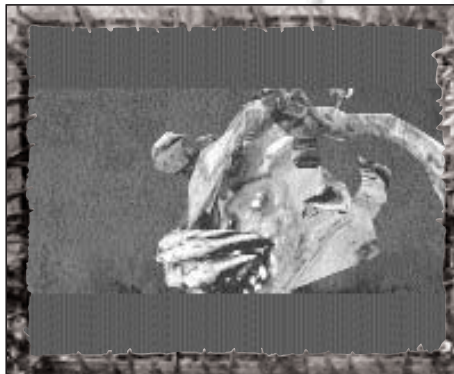
Try not to get too close, because the head stays open only a few seconds. As soon as it closes, the mouth opens again. Also, as soon as you manage to strike and damage the brain, the head closes and the mouth opens. Backpedaling when the mouth opens keeps you out of it, but leaves you open to strikes from the King.

Eventually, you pour enough pain and damage onto the King to kill him. His body falls, almost crushing you. As it tumbles, the Standing Stones return, knocking you into the sea.

A monk rescues you, pulling you onto his small skiff. The monk tells you that he isn't through with you yet. When you come to, the Gel'ziabar stone is missing, with no sign of where it went.



The mouth opens. If you aren't backpedaling already, you're dead meat.



The King falls, nearly crushing you when he does. The force of his body hitting the ground and the return of the Standing Stones knocks you into the water, senseless.



Chapter 6: The Walkthrough

It takes you six months to regain your strength from the battle with the Undying King—six long months of being too weak to do much but read and study. Among the things you discover is that the king buried under the Standing Stones was probably just a sort of focus for the power you fought, buried there to seal the gateway between this world and the world of the Undying King. The power used Jeremiah the same way Jeremiah used you. But the gateway is now sealed.

You also discover that the monastery from which you got the Scythe is just one of the monasteries of St. George dotting the world. Perhaps each has its own secrets, and its own gateways to protect. Perhaps the monks will call on you to seal these gateways as well. Perhaps it is time to disappear from the world....



A monk rows you to safety, away from the accursed place.



The Covenant manor lies at peace, the curse finally lifted.





Appendix

Weapons Data

Weapon	First Found	Ammunition Used
Gel'ziabar stone	Possessed at beginning of game	None
Pistol	Possessed at beginning of game	Bullets, silver bullets
Tibetan war cannon	Oneiros (first visit)	None
Shotgun	Farm by ruined monastery	Shells, phosphorous shells
Molotov Cocktails	Farm by ruined monastery	None
Scythe of the Celt	Restored monastery, on altar	None
Speargun	Eternal Autumn	Spears
Phoenix	Eternal Autumn airie	Comes with three shots, cannot be recharged

Spells Data

Spell	Acquired
Scrye	Possessed at beginning of game
Ectoplasm	Patrick's room after first battle with Howlers
Dispel Magic	Secret room behind mirror
Invoke	Sarcophagus in Covenant mausoleum
Haste	Central altar after battle with Lizbeth
Shield	Standing Stones
Skull Storm	Pirate's Cove treasure room
Lightning	Roof of Covenant manor
Flight	Oneiros (second visit)

Creatures Data

This table suggests spells and weapons to use against particular creatures. Some creatures have specific vulnerabilities, while others are simply easier to strike with one weapon or spell than another. Tactics for dealing with particular creatures are also suggested here.

Creature	Suggested Weapons	Suggested Spells	Suggested Tactics
Rat	Gel'ziabar stone	None	Most of the time, you can avoid rats
Bat	Shotgun	Ectoplasm	Shotgun pellets wound bats, and the uncertain trajectory of Ectoplasm often strikes them. Keep moving when fighting bats.
Sleed	None	Ectoplasm	Back up and use Shield for protection while you continually cast Ectoplasm. If you need a weapon, the Scythe works well.
Howler	Pistol, shotgun, Tibetan war cannon	Ectoplasm	Aim for the head, or allow them to get close and hit them with the Tibetan war cannon.
Jile	Shotgun with phosphorous shells, Scythe	Lightning	Well-aimed, a single phosphorous shell or bolt of Lightning destroys a Jile.

Scarrow	Tibetan war cannon	Ectoplasm	A hit with the Tibetan war cannon followed by a couple of Ectoplasm spells takes care of most Scarrows.
Flickering Stalker	Pistol with silver bullets, Scythe (if you are very good)	Ectoplasm, Lightning, Skull Storm	Keep moving and try to hit it from a distance. When a Flickering Stalker charges, it is easy to target with Lightning.
Mon'to-shonoi	Pistol, shotgun	Ectoplasm	Fire relentlessly to keep them off balance.
Giant Mon'to-shonoi	Molotov cocktail, shotgun with phosphorous shells	Ectoplasm	Keep your Shield up during their attacks.
Hound of Gel'ziabar	Pistol with silver bullets	Ectoplasm	Keep Shield at work and pour on the damage with Ectoplasm.
Inhabitant	Scythe	Skull Storm	Hit from a distance with Skull Storm and be ready to cast Dispel Magic on yourself to counteract their Mindshatter spell.
Animated Object	None	None	Keep moving. You can elude an animated object with a quick sidestep, and after it attacks, it de-animates.
Decayed Saint	Tibetan war cannon	Invoke	Only the Invoke spell kills a Decayed Saint permanently. The Tibetan war cannon quells them for a few seconds.
Phantom Monk	None	None	You encounter them only once in the chapel. Your best strategy is to run.
Trsanti	Pistol, shotgun	Ectoplasm	Use the pistol against pistol-wielding Trsanti and the shotgun against shotgun-wielding Trsanti so you can replenish your ammunition easily.
Trsanti Witch	Pistol, shotgun	Ectoplasm	Never be without your Shield against witches. For a quick kill, attack before they raise their own Shields.
Monk	Pistol, shotgun	Ectoplasm	Hit them before you come into their range.
Monk with crossbow	Pistol, shotgun	Ectoplasm	A quick lateral move when they shoot will avoid the brunt of their crossbow bolts.
Abbot	Shotgun with phosphorous shells	Ectoplasm	Ectoplasm is your only offensive spell when you face Abbots. Hit them hard and fast or their explosive spells will destroy you.
Jemaa	Speargun, Scythe	Lightning	The Lightning spell/speargun combination is deadly against Jemaas. The Scythe is also excellent.
Dri'nen	Scythe	Ectoplasm	When a Dri'nen phases toward you, spin and strike with the Scythe. Their strikes should hit your Shield while yours cuts them in half.
Handmaiden	Pistol with silver bullets	Lightning, Skull Storm	A few silver bullets kill a Handmaiden quickly.
Verago	Pistol with silver bullets	Skull Storm, Lightning	Avoid combat when possible, and use area-effect spells when you do have to fight them.
Phoenix	Scythe	Ectoplasm	A rare creature, the Phoenix is best handled up close when it swoops to attack.

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